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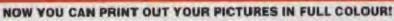
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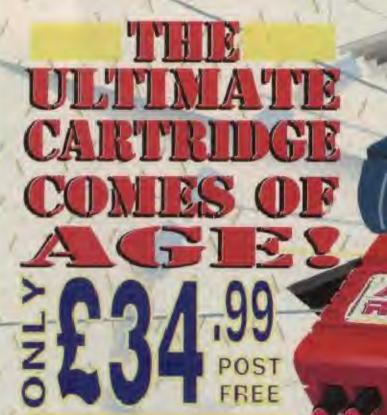


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COMMODORE

ISSUE 4

APRIL 1993

SOMEDAY, ALL CO4 MAGS WILL BE MADE THIS WAY!



Pulverising Pandemonium in the gameshow with guns.



The man with an uncanny fetish for paper bags is back! He's Lloyd Mangram!

Zool? On the C64?

Nothing's yet confirmed but it's on the cards -Turn the page right

now for the news of the year!

REEL ACTION

Nott one, but two terrific

tapies! A reel treat for

the Commodore...

THE TIPSTER

Chris presents a big bag of tips, ready for consumption and all in glorious colourvision.

PUBLIC SECTOR

Who said libraries were Our very own book-stam Remi Ebus checks out ti latest in free demos on l

'Ugh, growl, snort...' Ba

sure does make a noise when in the gent's cave, but still has time battle the bombardment of adventures.

LOOKING FOR A FLIGHT,



TRADITION

Stuck in a fix with a stumpy stick? Enter our joystick comp for a

chance to win one of 108 Konix microswitched marvels.

Outright aggression with the Street Fighter dudes with attitude!

C-FORCE No.4 I APRIL 1993

THE MIGHTY

He chews circuit diagrams and munches on mechano.

The Prof returns with advice on all things technical.

Whatever

Chaos erupts with Zeppelin's car-crasher Carnage and the Codies

speed away on their International Speedway cycles, but return with a snooker game right on cue!

FORCEFIELD PLAZA

'We're S-H-O-PPING. we're shopping!' There's no Pet Shop

Boys records in the PLAZA (hurrah!), but they're great for all things C64!

NEXT MONTH

Can you wait until next issue? No? Well here's a sneaky

look at what's creeping forward.



CLIVE WILSON icon-driven adventue. Be warned - this one bites

back!

CRITICAL

Brilliant explore-em up from Prism a real crtical rave!



ALL-AMERICAN BASKETBALL 48 AMERICAN TAG-TEAM WRESTLING 49 BANGKOK KNIGHTS/LAST NINJA EMLYN HUGHES INT SOCCER 57 60 GLADIATORS 53

HEROQUEST 51 MAGIC RUFUS 54 PIPEMANIA 52

PIT-FIGHTER RBI 2 61 STREET FIGHTER II 46 SMASH 16 62 SMASH TV 14 SPITFIRE 40/ STRIKEFORCE HARRIER 59 **TERMINATOR 2** 58

It takes two to tango, and it takes two stompingly sound tapes to make every reader's month. There's Venom, an icon-driven graphic adventure, H.A.T.E., an ace shoot-'em-up, and a corking game of golf too. Want more? Check out page ten for the full story...



Putt, putt, putt - not an ancient motor-scooter in urgent need of repair, but Miles 'Bogey man' Guttery playing Golf Master. We hope you lot can do better...



A diagonally-scrolling shoot-'em-up? Believe it Hostile All-Terrain Encounter's one of the most original blasters ever!

COMMODORE

(incorporating ZZAP164)
is Britain's biggest C64 mag — created by:
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PLAN 9 FROM OUTER EDITORIAL
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6 NEWS

HERE ARE THE ED LINES

It's been one of those months this month, readers. First we had to mournfully come to terms with the fact that US Gold's C64 conversion of Street Fighter 2 wasn't going to live up to expectations (not that it sucks a biggie, it's just a birrova let-down after all the hype), then we spent day after day awaiting review copies of... anything!

The gloomy atmosphere lifted with the arrival of Pipe Mania, thank Gawd, an excellent game that's really managed to engross every member of the team. Other highlights this month include an hilarious argument which has developed between Chris and Miles they've been at each other's throats like rabid grannies since Miles took it upon himself to help out' with Chris' Tips column. Treading on toes like that is a risky business, but at least it ensures the rest of the office are guarantied some side-splitting put-downs and tantrums!

Other news of the up-beat variety concerns our Dutch friends Alter Developments (yes, the Lemmings dudes). Having impressed the entire industry with their classy C64 routines, they now look set to tackle the conversions of some well wicked games. We've done a little piece about it which you'll find here in the 'What's Happening' section...

Until next issue, then, I'll say goodbye, farewell and may the COMMODORE FORCE be with you!

Steve

Steve Shields - Managing Editor

E C-FORCE No.4 B APRIL 1993

ALTER-NATIVE MEDICINE

t last! Contracts have been signed, backs have been scratched and chestnuts have been lightly roasted over a warm hearth. Lemmings is officially on its way to C64-land courtesy of Aller Developments, The team responsible are Thomas Mittimeyer (coding), Nikaj Ejik (graphics) and Jeroen Tel (soundtrack).

If this isn't reason enough for large amounts of smiling and merriment. After are also planning

Conversions of Prince of Persia,
Troddlers and the Incredible Zoal.
If you wish to join the Alter
Developments feam in Holland,
send examples of your work to Alter
Developments at the COMMODORE
FORCE address and we'll pass them
on, Who knows? You could be a
teenage millionaire yet!



ive '93, one of the this year's biggest shows is getting bigger by the minute with the projected number of visitors now increased to between 150,000 and 175,000 A vast array of electronic gadgetry will be on show, as well as audio-visual equipment. Conferences and seminars will take place on a variety of different topics from musical skills to Hi FITV home theatre set-ups.

The Dixons Group have 1,200 square feet of

ND ENGLISH ME

ne of the most original arcade game for a while was Atari's Mad Dog, an Wollish shoot-em-up with a differer Instead of blowing away little pixelated



space given over exclusively to displaying and selling the latest software releases. Elsewhere, the Games Centre will offer tips and advice on current software, plus computer challenges for visitors to enter.

The whole show runs from 16th-20th September at the London Olympia, Tickets are on sale now

MES PLYMENTE

STEVE SHIELDS

bashing — Chris 'n' Miles have been very naughty this month— I've found time to play Pipe Mania (manic!), RBI 2 Baseball (brilliant!) and Street Fighter 2 (disappointing). Other highlights have included the Dutch PD demos from Remi Ebus (Impressive) and the Lost World adventure (absorbing).

OSBORNE

l'm not one for gratuitous violence, but Street Fighter II's enough to turn a Millwall fan into a pacifist!

Great too see Smash TV out on budget though — now THERE'S a brilliant brainless blast if I ever saw one!

VIEW C

interactive movie with actual TV images appearing on a huge monitor. Set in the Wild West, the villain of the game was the Mad Dog of the title. A greasy, unshaven and ruthless character (sounds a bit like Steve). Fans will be pleased to hear that the sequel, imaginatively titled Mad Dog II is here. Combining a 45° screen, laser disc and Amiga computer as its hardware, any would-be Jesse James's should strap on their six-shooters and high-tail it down to the local arcade with a pocketful of change and a hearty YEE HAH. There's bandits to be shot and wrongs to be righted!

C64 BIGGER THAI THE NES SHOCK!

o quell any rumours suggesting consoles are swamping the market, just look at the latest Gallup charts. The trusty old C64 has a market share almost 2% higher than the NES and more than twice the figure for the Atari ST. PC's and compatibles are also well behind. Market leader is the Sega Megadrive, but bear in

mind that these figures were compiled over the Christmas period

when console sales were most prolitic (few car afford them any other time of year). It's documented that over the year the home computer market is a far more active scene, w console carts rapidly pricing themselves out of the market. Prophets of the Commodore's doc take note!



ere's some excellent news for anyone finding it difficult to get hold of C64 software. EDOS (Electronic Distribution Of Software) is a system set up by a company called Computer Visions. They have a catalogue covering over 2,000 titles from a wide range of software houses. These include Ocean, Gremlin, CodeMasters, Beyond Belief and many more. The great advantage is that none of the titles sell out, as each game is recorded individually from a master copy and issued on tape or disk (your choice). EDOS is fully approved by the software houses who are are paid tull royalties on all games sold. To receive your free catalogue just send a SAE to:

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SHOW'S TOPPER!



aking place amid this years Ideal Home Exhibition at

Earls Court will be a new event; the ideal Electronic Games Show. Running from March 25th-28th 1993, the show features all the latest releases and the launch of a the National Computer Game Club. The club intends to offer many competitions and an extensive mail order facility, catering for everything from Nintendo to Acorn software.

Admission is £7 adults and £4 children, but ten lucky COMMODORE FORCE readers can win tree pairs of tickets simply by answering the following question;

In which famous English city are the Houses of Parliament located? Is it:

- a) London
- b) Manchester
- c) Birkenhead

Answers on a postcard to:

WHAT'S GIVEN US NUMB THUMBS THIS MONTH?

CHRIS

My biggest mistake this month was letting Miles type in a hint for the Tips section. I've heard nothing else but constant whining from him. In between telling him to leave my mail well alone, I heartly enjoyed RBI 2 and Pipe Mania. Two superb games at a superb price.

MILES GUTTERY

I haven't had much time to play games this month due to my extensive helping-out with the tips section, with absolutely no credit whatsoever... so hear this. Hayward. This magazine ain't big enough for two Tipsters! The few snatched moments I did have were filled with Pipe Mania. A ventable stonker.

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THE BUS BREAKFAST

OUT OF THIS WORLD

New boy Milo Jackson has had all the worst chores to perform since he joined the C-Force team as Editorial Assistant.

Tidying disk boxes, getting the tea in and cleaning the bogeys from below the Dep Ed's desk are just a few of the things he's had to suffer, so we decided it was time to give the boy a break. Zig and Zag, the crazy alien stars of Channel 4's Master Blaster section on The

Big Breakfast were available for interview purposes, we were told... so we dispatched the young dogsbody down to London for a chat. Topics for discussion included Zig and Zag's Monday morning computer games slot (7.30 am and an absolute toot), the console menace and life in outer space...

Milo: So, gentlemen. When did you actually land on Earth?

ZAG: When we ran out of Zogmobile fuel. That's our spaceship, in case you didn't know.

ZIG: It runs on peoper, that's stuff that makes you

sneeze. That's how our Zogmobile runs, turboinjected Sneeze Power.

ZAG: But since you don't have pepper on Earth, we'll be parking here for a white. (At this point Milo makes a futile attempt to point out that pepper is in fact in plentiful supply, but the anarchic aliens were strangely disinterested...)

Milo: You both seem very professional on TV, like you've been in the business for ages. How old are you exactly?

ZAG: There's no age on Zog.

ZIG: We go by height. I'm taller than Zag at the moment. I'm 3 foot 2. Zag's only 3 foot 1 and a bit... that makes me in charge. (SMACK!)
ZIG: Ouch! Okay, we're the same height, ('cept I'm a little bit taller! Sssshhn! Don't tell grumpy Zag trousers).

Milo: Apart from arguing all the time, do you have any other interests?

ZAG: I collect celebrity toe-nails. My most prized toe-nails are from all three of Michael Jackson's big toes.

ZIG: Goshi The hours I spend arranging my belly button fluft collection, Excellent hobby!

Milo: What I'm dying to know is, how did you get to be on The Big Breakfast? ZAG: Bob rang.

ZAG: Bob rang. ZIG: Say no more (Zag, who's Bob?).

Milo: That Chris Evans character's a bit of a laugh, isn't he? Is he that funny in real life?

ZIG: Chris is our Dad. He takes us on picnics ZAG: I was in Hollywood, Summer '92, having brunch with Geena Davis in 'Spagos', when I got a phonecall on the mobile. The guy said, 'My name's Chris Evans, we want you on The Big Breakfast' So I said, 'Geena, gotta catch the Red Eye to Heathrow.' So I picked up Zig over at Luke Perry's house, packed a bag and here we are!

Milo: What do you enjoy most about your computer slot on a Monday morning? ZAG: Seeing the new games before they're in the shops. It's COOOOOOOL!

Milo: Had you played computer games before you landed on Earth?

ZIG: Yeah, and Camel Flarping — but only when it's in season.

ZAG: And if the camels are willing to play.

Milo: Okay, so what are your favourite games on the C64?

ZAG: Turrican 2 and Creatures. Space Crusade's good, too. It reminds me of home...

Mile: So who's the better gamesplayer? ZAG: I think that's an obvious one.

ZIG: Sponges come from under the sea y' knowl ZAG: Look, readers, it's okay for you. I've got to live with him!

Milo: We're sick of consoles getting all the attention on TV. Will console mania ever catch on in Zog?

ZIG: I've got a friend called Derek and another called Erima, they live across the road.
ZAG: Answer the question, young man. Never mind. It's already caught on at home on Zog. We've got ZNES and ZEGADRIVE. But most popular of all is the ZEGA GAME GEAR and 'ZONIC THE HEDGE'. It's about gardening. Hedge trimming's really big on Zog.

Milo: I see. Just one last question before I leave you guys. Would you both like to star in your own computer game?

ZIG: Paul and Mark are brothers and the live beside the dry cleaners.

ZAG: Sorry about Zig everybody. Speaking for both of us, we'd love to star in our own computer game. Maybe we'd call it The Search for Zig's Brain.

OOH, ME ACHING

oon there II beno excuse for complaining about lack of peripheral suport for the C64.

MJC Computer Supilies, producers of hardware and sofware for the bigger machines forsome time, have joined our cause! Though their same-day despatch nail-order service you'll be ablite obtain not only games but a raige of application software graphics packages and theres the possibility of a selection of C6+compatible printers in the tuture See their advertisement elsewhere in this ish for more details.

HEAD ALIGNMENT KIT

worse than eagerly saving your monies for a game, dashing out to your local store for the purchase and kicking up a fit when it tails to load.

here's

But have you ever stopped to think that it might not be the tape that's dicey? Forunately some clever people have come up with the essential answer to loading

essential answer to loading difficulties. The Azimuth Head Alignment Kit from Interceptor

Software is a must for any Commodore owner who cares for his equipment. The Kit is a simple yet dynamic piece of apparatus which consists of a tape and rather threatening-looking screwdriver to adjusting the datacorder's azimuth heads, source of most loading difficulties. It's foolproof to use and the results are quite astonishing. Many a cassette player had been abandoned in our desks and tossed aside into dark recesses, but like a magic wand the Azimuth repaired them all. And, to test out your improved Datacorder, there's even a copy of the timeless Joe Blade included for good measure. To get one, send a cheque/PO for £9.95 (payable to Trading Post) to: The Trading Post, Victoria Road, Shifnal, Shropshire TF11 8AF.

C-FORCE No.4 | APRIL 1993

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They say variety is the spice of life, and if you read COMMODORE FORCE they're absolutely right! Not only do we bring you great games every month, but we also make sure they cover as many genres as possible. No splashing out on two reels of almost-identical latformers or shooters ere, folks!

his month we've got Golf Master, a simple but fun interpretation of the sport that inspired a million pairs of silly trousers, McGottifant, which (despite the silly name) is a really great PD. animation, Critical Mass, an eight-way scrolling shooter-cum-racer that'll keep the most ardent arcadester happy for hours, and Holiday Cops, soaraway sequel to Cops, which (if Lloyd's mailbag's anything to go by) was the best reader game of all

Look out for H.A.T.E. too, the world's only (as far as we know) diagonally-scrolling blaster, and our two adventures, the text-and-graphic Energem Enigma, and the menu-driven Venom, Last (but by no means least) there's Easy Lives, our brilliant cheat program from Sir Jon Wells, recently knighted for his contributions to the art of Joystick Juggling. So what are you waiting for? Slap the plastic into the datacorder and get going.

Got a disk drive? Wanna get this month's REEL ACTION raves on disk? All you have to do is cut out this coupon and slap it in an envelope with a cheque/PO for £1.49 (payable to Ablex Ltd) to: Ablex Audio Video Ltd, Harcourt, Halesfield 14, Tellord, Shropshire TF7 4QR DON'T SEND YOUR MEGATAPES, you get to keep those as well! Can't say fairer than that, can you?

Name

Address

Postcode

rism Leisure



f you can't afford the fab Nick Faldo's Championship Golf, which received a rapturous review last ish, then fret not. COMMODORE FORCE proudly present Golf Master as part of this month's amazing slice of Reel Action for the very reasonable price of no money at all!

Up to four players can join in, wh three available skill levels. Amateu (no wind), novice (steady wind) an professional (changeable blustery wind). Club selection, direction and strength of shot are determined by set of icons at the top of the screen Remember, the HIGHER the number of the WOOD or IRON you're using, the LESS powerful (brone precise) the shot. The woods

give greater distance, but the Irons are more accurate for fairway strokes. The Wedge is ace for lifting a ball out of a bunker or the rough, and whe you get to the putting green, switch to the Putter.

You know all you need to know, so get



- 1. Shot Direction
- Current Club
- 3. Power Bar
- 4. Select Higher Club
- 5. Select Lower Club
- 6. Adjust Shot Direction Clockwise
- **Adjust Shot Direction** Anti-clockwise
- 8. Power Up 9. Power Down
- 10. Play Shot
- Select Hole (practice mode only)

little number comes complete in one part. You don't have to hit the space bar to get the next bit

Animation

een pouring over Remi's ace PUBLIC SECTOR column every month? Wondering what all the fuss is about? Well quit your head-scratchin' and load up

McGottifant, an excellent one-part animation by GOTCHA, the graphics genius from the coding group LOGICAL

just load her up and feast your eyes! Make sure you crank the sound up too by LIZARD of JOLLYPOPPERS is always good for the



Unlike most demos, this

Prism Leisure



xtra terrestrial forces are at it again one wonders if there's a single pleasant allen culture in the universe. They've taken over an anti-matter converter which supplies local colonists. with energy and sabotaged it. You must take control of a small hovership and fight your way to the plant and blow it up. If your craft's destroyed, you eject and use your jet-pack and follow the direction arrow at the bottom of the screen to the hanger. Land on the red pad in time, and a new ship is yours. Run out of fuel or get swallowed by one of the (many) Dunesque sandworms, and all your problems are over (or at least you'll have stopped caring



about them!). Be careful with the ships.

there are only eight available. The base is located to the far right of the map. Controls are either joystick in Port Two or keys as follows:

< = left

>= right

X = thrust

Z = brake

Space = fire

Now get out there and show the alien slime just what a dangerous tellow/tellowette you are!

Your craft's controls are very sensitive, so you might find it easier to use the keyboard at first. Accelerate slowly and in short bursts - bouncing your craft off the rocks gives it the life expectancy of Steve's Skoda (it fouled up last week - perhaps the rubber band snapped).

NORMAL vehicles have brakes to help you slow down (unlike Steve's Skoda), and are therefore much more manoeuvrable VECTORED FLIGHT crafts require you to make an opposing thrust. This is much smoother all speed, but it's a lot more difficult to

Finally, remember the base is to the AIGHT - don't rush round like a headless chicken wondering why you're not getting anywhere

Reader Game elf-styled king of

SEUCK Alf Ynigve's back, with the sequel to his immensely-popular Cops. one of the most acidlaimed. reader games of all time.

After ridding Euro-City of organised crime, Mike Mad Dog MacTavrish and

Singh Big Bang Kapoor take a well-earned vacation in the Greek archipelagos, Some holiday - an army of terrorists invade, and they're nell-bent on taking over the island and holding their entire population to





ransom (a bit like Club 18-30 with guns). Needless to say our blue-uniformed buddies aren't having any of il - grabbing weapons from the terrorist's arsenal they wade in and kick senous ass.

Holiday Cops is a one or two-player game - take your pick regarding which joyport to use

If you want more of Alf's ace SEUCKers, check out Binary Zone's collection you can contact them at: Binary Zone PD, 34 Portland Rd, Droitwich Words WR9 7QW

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THIS MONTH'S CORKING COUPON CHEAT IS FOR ALF YNGVE'S EPIC SEUCKERS...

COPS/HOLIDAY COPS

TO GET THAT LITTLE BIT FURTHER, PLUG JOYSTICKS INTO BOTH PORTS BUT ONLY USE ONE OF THEM. JUST AS YOU'RE ABOUT TO LOSE YOUR LAST LIFE, MIT 'FIRE' ON THE OTHER — YOU CAN MOW CARRY ON PLAYING AS PLAYER TWO.



GOLF MEAN T GOT THAT SWING IT
YOU ARN'T GOT THAT SWING IT
ONE
KINGS OF PDI
KI

THE ENERGEM

The Guild



rofessor Roberts can't go for one minute without getting involved in some highly secret project. The problem is, every experiment he attempts comes hand-in-hand with trouble! After a returning from the planet Arg, the prof gets working on his latest invention. His Earth-shattering experiment can only commence when four precious crystals known as Energems are located and retrieved. In order to seek out the valuable stones, a detector was constructed. This, however, was shabbily put together (like Steve's Skoda), and can only detect crystals within five locations. Professor Roberts Isn't to hot when it comes to athletics, so instead of trudging around distant planets himself he hires a special agent. You are Jim, and being paid by Roberts, you must journey to the Glenbo star system to carry on where the last agent left off - in a body bag! Your task is (quelle surprise) to find the crystals and return them to a very grateful prof.



Stuck? No problem — send a SAE to TONY COLLINS (Energem Enigma) at THE GUILD, 760 Tyburn Rd, Erdington, Birmingham B24 9NX and he'll have a solution winging its way to you before you can say 'cheat'!

Once all four crystals are found they must be taken to the underground transportation tube, where they (and hopefully you), will be beamed back to HC

The atmosphere on the planet isn't particularly healthy for a human, but you do have four air tanks, all of which are easily changed and carried. If successful you'll be the first to test Professor Roberts's latest invention, which is apparently something pretty special!

The Energem Enigma is a split-screen text and graphic adventure that accepts a the usual adventury commands, such as GET, DROP, SEARCH, EXAMINE, etc. To move around the planet, abbreviate the compass directions to N, S, SE, NW, etc.

EASY LIV

The COMMODORE FORCE game tamer

hurled through the window because you can't get past Level Two of Target Renegade? Has Magiciand Dizzy got yo hopelessly flummoxed? Well dry your eyes and tuck your frustration comfortably into bed, for help is at hand with the latest instalment of Easy Lives That's right, if you can't beat it, cheat it linty lives, energy, sex appeal, etc can be yours at the touch of a button. There are

H.A.T.E

Prism Leisure

lien beings are forever on the lookout for a fight, and being a pilot with
an unquenchable thirst for violence, you
decide to join up with the Galactic Fighter
Squadron and take the scrap to the slimeballs. As part of your initial training you
must fly over an artificial alter-infested
terrain, blasting everything in sight. The
simulated aliens come in varied forms—
projectiles, star-fighters, missiles and
many more.

Smash an alien base and it leaves a PLASMA CELL, which you can collect. To complete the level, as many of these as possible must be taken over the finish line.



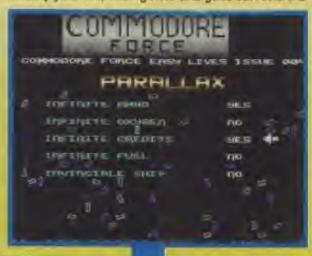


(cross the line with none at all and you blowl). You then take control of a ground-attack vehicle, again gaining plasma cells power the awaiting Starfighter. Every time your craft receives a hit one cell is lost, but if you've not collected any then your one-and-only life is lost. And remember, when controlling the plane you need to think about height as well as direction — you won't blast a baddy by lining over his head H.A.T.E has a massive 30 levels divide

into three stages. Levels 1-10 Trainee Levels 11-20 Fighter Pilot Levels 21-30 Commander

The Guild/Clive Wilson

his month's second scorching adventure pits your wits against the evil dictator Traklan and his many demonic hordes. You take the role of Rikka, a close friend of the land's ruler, Arrel king of Armosin. Being devious and having a craving for power, Tracklan decides to wreak havoc and suffering over the world. Stopping the villainous fiend will try your text-handling skills to the limit, as only your wit, intelligence and guile can end the



no tedious listings to type in. Simply load up the Easy Lives program and least your eyes on the stunning visual effects brought to you by our very own Jon 'The Genius' Wells - it's so easy to use! Move the pointer (using a joystick in Port Two) to the title of the game that's bugging you. Click on it and a sub-menu will appear asking you whether you want lives, energy, ammo, etc. Make your choice and load the game as normal.

This month's humdinging hacks solve all your problems with:

Tusker Parallax Prince of the Yelkfolk

Sanxion Target Renegade Magicland Dizzy

More next month - stay tuned!

CONTROLS: Star Fighter/Ground Vehicle

Joystick Up - Dive/Advance Joystick Down - Climb/Retreat Joystick Left - Bank Left/Move Left Joystick Right - Bank Riight Move Right

Keyboard Q — Climb/Advance

A - Dive/Retreat

K — Bank Left/Move Left

L — Bank Right/Move Right Space or Z to M — Fire

O and Space - Launch Bomb (Ground vehicle anly)

P - Pause Enter — Return to game C and U - Aborts game



world's misery. The quest begins outside the Dancing Drayman Inn where you, Arrel and Arrel's friend Beris are mounted on horses. Good

CONTROLS

Joystick in Port Two or; Keyboard - F1 North

- F3 South

- F5 East

- F7 West SPACE - Fire

FEATURES

1. By selecting the SCROLL option, the verbs in the window below change to give more options.

2. Any characters present (including yourself) are displayed in the window below the verbs box (the window marked PRESENT)

3. TALK allows you to converse with any characters present. Selecting TALK places SAY TO in the scrolling window. The first character on the list will be highlighted, and you can move up and down this list. Pressing FIRE selects the character in the window, building the sentence SAY TO (PERSON), CONTROL returns to the verb window so you can select the action you wish the character to perform.

4. There are three examine commands: EXAM — to examine objects in the text. LOOK — to examine people in the game. VIEW - to examine any objects being carried.

If you want to see what another character possesses, use the TALK command, eg SAY TO HARG INVENTORY

5. L' SAVE allows access to LOAD and SAVE to cassette or quicksave to memory





The FIGHT command allows combat between the characters.

The MOUNT command makes you mount or dis-mount your horse.

Stuck on this one too? Grab another SAE and bung it to TONY COLLINS
(Venom) at the above address, and all
your problems will be solved accept
the small matter of living with your
consience, you univelling little cheat!



Written a game? Great! Is it a corker? We'll be the judge of that... fill in this form and slap it in an envelope along with your game! If your game's not up to much, expect to be disappointed, but if it cuts the mustard you could win some dough. Name.....

Postcode
Telephone (Daytime)
(Evening)
Utility used (if any)
Most anti-social habit

IMPORTANT!

Please sign this declaration;

This program is submitted for publication by COMMODORE FORCE. It is wholly my/our own work and I/we agree to indemnify Europress Impact Ltd. against any possible legal action should copyright problems arise. This game is not being considered for publication by any other magazine or software house, and I/we will let you know in writing in the event of this happening Signed......

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Send the game and coupon to: A Piece Of The Action, COMMODORE FORCE, Ludiow, Shropshire, SY8 1JW. Keep a copy for yourself too. If you want your game returned, bung in a SAE.



Game shows... the debauchery of Western civilisation personified! What makes people go on national felevision and humiliate themselves in front of millions of couchpotatoes? Settle down in your favourite chair and we'll find out - here's your slimy compere, MILES 'OFF HIS BOX' GUTTERY! (Hurray, Cheers etc)

our specialist chosen subject is gameshow carch-phrases. You have thirty seconds to list as many as you

can, starting — NOW!'
Come on down; I've started so I'll finish: What's your catch phrase?; Nice to see you to see you nice; Eat this, soumsucker.
Hang on, that can't be right, unless you're

walching Smash TV

Smash TV's the gameshow of the future, a future in which television's the dominant force in a violent and aggressive society. In this hybrid of the best of The Krypton Factor and the worst of the Vietnam conflict, the prizes are phenomenal but the stakes are high. Succeed and you carry away anything from toasters to houses and private jets, tail and you're pushing up daisies!

The game's played over a number of levels, each consisting of several static-screen rooms. Within are all manner of unpleasant thugs, robots and mechanised death devices. Try to avoid the landmines when running round killing things, and look out for Mr. Shrapnel too — if you don't kill him quickly he explodes of his own accord, possibly taking you with him! The aim is simple — blast everything! At the

end of each section you tace a huge and very powerful adversary — you need all your power-ups to defeat it. When (or it) you beat him. you're presented with an inventory of all the prizes and money that you've amassed. A quick breather, and then it's back to the staughter.

It's so refreshing to happen across a C64 game that compares favourably to its 16-bit counterparts. Okay, so the graphics couldn't hope to be as impressive and the action's not guite as fast and trenetic, but there's a goodly amount of baddies on screen (without any appreciable slowing down), giving more than a little strife. The controls are well thought out too, giving you a choice of move/fire methods including the arcadefaithful two joystick option.

II it's intellectual stimulation you're after, Smash TV's a senous disappointment — the gameplay's thinner than a console owner's bank balance. If



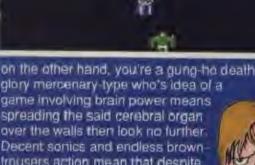




on the other hand, you're a gung-ho death-orglory mercenary type who's idea of a game involving brain power means spreading the said cerebral organ over the walls then look no further Decent sonics and endless brown trousers action mean that despite unimpressive visuals this is right up

any blam tans alley





L's a jungle out there a small metallic globe to survive

revolves you need all around the firepower our sprite you can lay and fires your hands with you. on. These loons appear



Destroys everything on the screen (quelle surprise!)



CUTTERS

Creates a rotating wall of death around your sprite







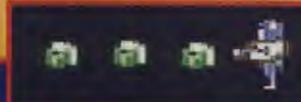


IREE-WAY

Get triple blasting power for extra mass destruction.



Lob a few for some real carnage. Works great on tanks.



at random, and give you

extra wellie when mowing

down the

Be quick

though -

they don't

last forever!

opposition.



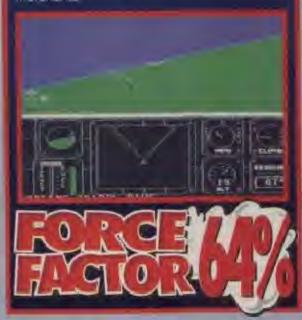
16 KOUD-UP

With silk starfs flapping, the COMMODORE FORCERS go up (tiddley up up) into the wild blue yonder in search of action, adventure and every flight sim on the C64.

barnstorming
weeks later,
MILES 'CUBAN
EIGHT' GUTTERY and
CHRIS 'CUBAN HEELS'
HAYWARD run out of
juice with nowhere to
land!



incorporate all the trimmings and presentation normally associated with Microprose, while also creating a simulation that plays fast enough to appeal to a more mainstream arcade audience, Consequently F14 is by no means the most realistic title on the market. Despite a novel training section the game doesn't have the depth to appeal to true afficionados, yet still lacks sufficient blasting to interest all-out gun toting death merchants!







GUNSHIP

Microprose

The best helicopter sim on the C64, but this aging classic doesn't have much in the way of competition. Take control of an AH64A Apache in four different combat zones around the world. Win medals and try to reach the rank of colonel or die horribly in a twisted mass of steel. Packed with excellent presentation screens and loads of atmosphere, Gunship still ranks as one of the best true sims around.

The tape version's cut down features and appalling multi-load pretty much kill the game stone dead, but disk users should miss this one at their peril!

FORCEMANN

OUS Gold

his golden oldie takes us on a trip back in time. Take control of a Mosquito fighter-bomber and do your bit to stop the relentless advance of Hitler's armies across Europe. There's a good variety of missions to keep you on your toes, and none of them are going to be easy. Not a terribly accurate game — there's no take-off or landing sequences, and the animated pre-flight briefing screens aren't overly impressive, but at least they're there. The nicely drawn cockpit keeps the interest up and the view's not the usual green land/blue sky. Instead there's a nicyel 'rolling cloud' effect. Enemy sontes, though, are poor.

FIGHTER-BOMBE

n loading Fighter-Bomber, the excellent I end really knocks you for six! You're give the choice of four planes to fly, each shown wan ace static piccy and an impressive rotating view of the plane. All this is academic when the game actually begins — background scenery almost nonexistent and there's little feeling of actually flying. In fact, the game section seem like it's tagged onto the presentation screens an alterthought. Don't bother!

MIG ALLEY ACE O US Gold

ay back in the middle ages, man did work many a long night to craft a broadsword from the finest metal. While waiting for the newly cast blade to cool he constructed a flight simulator. But his skills as a blacksmith did a gradeal of harm to the game. The mould for the graphics did turn blocky, the sound was that of a mere peepety peep and the other blacksmiths were none-too-impressed with the two-player mode, the speed or the unrealistic flight feel. Mid Alley Ace was one of the first sims ever available but after fermenting for so long it leaves a nasty taste in your joystick palm.

FORGE TO SELECTION OF THE PROPERTY OF THE PROP



Ace Of Aces is a bit repetitive and really starting to show it's age, but by no means the worst of its lik.





SNOWSTRIKE • Epyx/US Gold

nother of the 'shoot-'em-up with flight sim overtones' breed of game. Climb into the cockpit of an F14 and put an end to the world's drugs problem by bombing the barons and their refineries, etc. Unlike more true-to-life sims, taking off and getting stuck into the action is quite easy, making the game more instantly appealing. However, the limited number of missions and general graphic repetitiveness make shooting the same enemy sprite again and again more like a chore than relaxing fun. Fine presentation at least keeps up interest!



TOP GUN Ocean

alling this one a flight sim is pushing things a bit, but it's one of the best two-player blasts around. In one-player mode, throwing your F14 around a largely barren and empty sky is just a wee bit dull. Get a friend

to join in, though, and some phenomenal doglights are in store! The distinct lack of anything resembling Tom Cruise is an added bonus (somy girls).

The action's viewed via a through the cockpit split-screen display, divided vertically down the middle of the screen. Graphically less than inspired and more arcade orientated than your usual pure simulation thangs, but worthy of a place in your collection!



FIGHTER PILOTSilverbird

This old chestnut makes a stuttering return to the Commodore — an echo of an age past, featuring no lightning-fast wire frame graphics. This one belongs to the days when the only requirements for a flight simulation were duff graphics, incomprehensible controls and a distinct lack of things to shoot. People tried for hours to take off without careering off the end of the runway and crashing into an invisible mountain, and reviewers went ga-ga over any game with separate speed and altitude gauges, waffling on about 'incredible depth of gameplay'. Alright for it's time but should have stayed there!

JUMP JET

ell we're certainly delving into the past with this dubious little offering. Strange quirks include a top-down view for take off, which switches to the more usual through-the-cockpit situation when airborne. Even more strange is the horizon. No matter how much you bank, it won't tilt, not even a smidgeon! This makes flying most unsatisfactory. An oldie but not a goodie.





PROJECT STEALTH FIGHTER

Microprose

rom the people who brought you Gunship, Stealth Fighteer eases itself confidently into that most exclusive of game categories, the definitive title of the genrel Tremendous graphics, loads oil missions, great atmosphere and more depth I than a deep pan pizza with

extra cheese make it a real winner. The only criticism is — hang on, there aren't any! A supreme programming achievement and one of the most engrossing game's ever to appear on the C64!





5 STRIKE EAGLE

Microprose

amed for their in depth and enthralling simulations on land, air and sea, the Micro masters seem to have left certain realistic elements out of this one. Where for instance is the practice for take-offs and landings? It won't captivate your enthusiasm much, and if it does your stamina will soon wane.



Firebird

ell it's a flight sim of sorts! I mean, it simulates flight, albeit in space, and it's more involved than your bog-standard shootem-up. The phrase 'as old as the hills' springs to mind here. First seen on a BBC model B of all things, its stylish and incredibly convincing wire frame graphics still look really impressive. Phenomenal at the time and blimmin' sman even to this day, no other game gives as much satisfaction when you blow an enemy out of the sky. Seeing another ship hurtling into the distance with three of your missiles closing in on him is great. The interplanetary trading

theme allowing you to buy better weapons to soup up your ship is the icing on a most tasty cake, Absolutely t'riffic!



ectronic

it's a flight sim package with variety you want, then look no further. An incredible fourteen planes are

available, from World War One biplanes to ultra-modern jets! Fly training missions formation events



aerobatics, or race a computer plane. There's loads of different viewpoints and some of the fastest filled 3D graphics ever on the C64

There's little to fault, except that even the disk version has lengthy pauses for extensive disk accessing. Even so flight sim bottins should track this down!

Digital Integration

hmm, this needs a lot of thought. A flight sim it is but one for dogged aerial buffs only. Screen update is slow and the majority of vector graphics are very tricky to determine between. There's lots of information packed inside the game but this forfeits the playability. It's a love it or leave it affair but with the likes of Gunship hovering nearby you'd be advised to open your wallet for that instead.



robably one of the most realistic sims around, and arguably one of the best. The Huey in question is not a liquid laugh after a night's over-indulgence, but an experimental helicopter with plenty of guns. The speed of hight is pant-threatingly good, especially when ripping along the ground - just watch those

When familiar with the instruments, you can blow planes out of the clouds with wase and the better you get the more your tactics improvii. If you can find if (it's a wrinkly) you're a hoof if you pass it by





AISSION

Sublogic

fter Microprose's Project Stealth Fighter, Sublogic released their own game based around the F19 It boasts impressive 3D

graphics and miany available viewp-oints. but suffers from a lack of sustained action. Even so, the helty instruction manual should keep you accupied. If boredom sets in then there's always the option of llwing an X29 or F14 instead

Looks better than



Encore

h, listen to that ear-grating speech, feast your eyes on the sparse instrumentation and search every wing and thruster for the gameplay. When it made its first public debut ACE received cheers all around, but not many old timers can beal a spring chicken in a sack

race. ACE is now a very old man that can't even climb into the sack, let alone race in it.

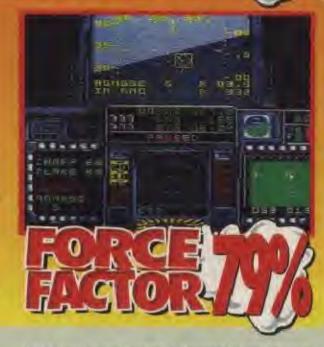


ACE 2 Cascade

equel to one of the first ever combative flight sims, Ace 2 radically simplifies the action of the original to incorporate a simultaneous two-player mode. A great idea in theory but the more basic flying makes it less fulfilling to play than the original, and the head-to-head is interior to Ocean's Top Gun.

F16 COMBAT PILOT Digital Integration

onsidering the C64's limitations, this is surprisingly fast. The cockpit's excellent and the feel of actually flying is evident, with the plane handling smoothly and swiftly. Although the buildings are only wireframe, they serve their purpose well and when chasing a MiG your eyes are hardly scanning for ground objects F16 does have a few chalfy bits. For starters, it tilts high on the difficulty gradient and it takes one heck of a long time to rake much satisfaction from it. Hardly compelling, but as air imitations go it's certainly worth a trial run.



DAM BUSTERS US Gold

hh, time to whistle that meandering tune of the film. All togethier now, dood, do, do, dum.



dedy dum, dum. Blazes, I thought it had a better musical hook than that. No matter, because as Okay, so the flying effect isn't too hot and there's no scoring system, but it's very involving and a little too difficult, but it's money well spent.

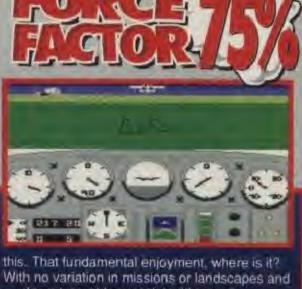


Microprose

elivering letters its a dangerous job. Sprinting down garden paths with pit bull terriers hanging off your heels, tripping over dustbins, and having to race to that randy little goer at number 17 beefore the milkman... It ain't easy! Spare a thought for the courageous few who took to the air in Illmsy biplanes during the 1930's. What a way to go. Dying whilst carrying a parcel

It's really hard to finnd anything absorbing in

luck would have it this air trip is quite entertaining. pretty tough challenge to boot. Some may find it a



no decent quest to complete, it's age is painfully showing.

h for simulator's sake, what is this load of tacticulars? Talk about basic! Behind the nulled, chewed-and-spat-out look lies a representation of piloting a big Boeing 747 Jumbo Jet. There are no features that haven't been tried, tested, re-tested or killed off before and I wouldn't really recommend it to beginners. By no means dire, but I doubt it to be a truly accurate Jumbo jaunt, not due to programming flaws but the amount it's aged

COMBAT LYNX

nother helicopter job, this time taking (Dun Dun Derrrr) the Lynx as it's subject. There is only one fault with the game: It's completely naff! Strangely, you can actually see your (badly drawn) chopper on the screen. The instrument panel is thoroughly unrealistic, and as for the movement... you can keep turning with no apparent on-screen movement when suddenly the view switches through 90%, giving a less-thantotal feeling of flying a modern combat helicopter. Bad? We thought so!

SUPER HUEY

US Gold

his new improved version (well, new in its time) is even better than it's older brother. There are six intriguing missions (compared to three in the original), two of the best being the Gulf of Terror and the Bermuda Triangle. Just when you thought no enemies were around, the radar flickers on and the air becomes taught with incoming missiles. Bundled together with brilliant growling chopper effects and respectably decent visuals. it's one to play on your day off as



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Man the lifeboats and sound the alarms, the COMMODIORE **FORCE** tips section is rigged and ready to roll! With the amount of cheats and tips crammed into these pages, that old battler HMS COMMODORE FORCE is on a permanent red alert, but even with explosions resounding in my ears and the main hull seeping water, I twist the last defonation wire and trigger the fuse. Life as a Tipster is never easy.



The Hit Squad Deciphering an anagram can build up intense headaches. But just like an aspirin. Zahoor Ahmed has arrived to dissolve all migraines with these wordly wonders.

For anyone who's been having trouble with WWF European Rampage the mide of Highfield, Greg Wickins, has a tip to lelp you out. Simply keep moving away from yor opponents whenever they attempt a runing dive, roll etc. Every time they miss they vII lose energy. Just wait till this gets suitably lowthen he's yours for the taking!

There seems to be some confusion as to how to

actually enter the level codes for issue one's covertape smash. Gemini Wing.

Stephen Jarvis of Cardiff has come to the rescue. Press 'P' on the title screen to enter the password screen, delete the letter 'P' type password, return, then fire to load the chosen level!



Level 2 Password ENOLAGAY Level 3 Password **OPPENHEIMER**

4

5

6

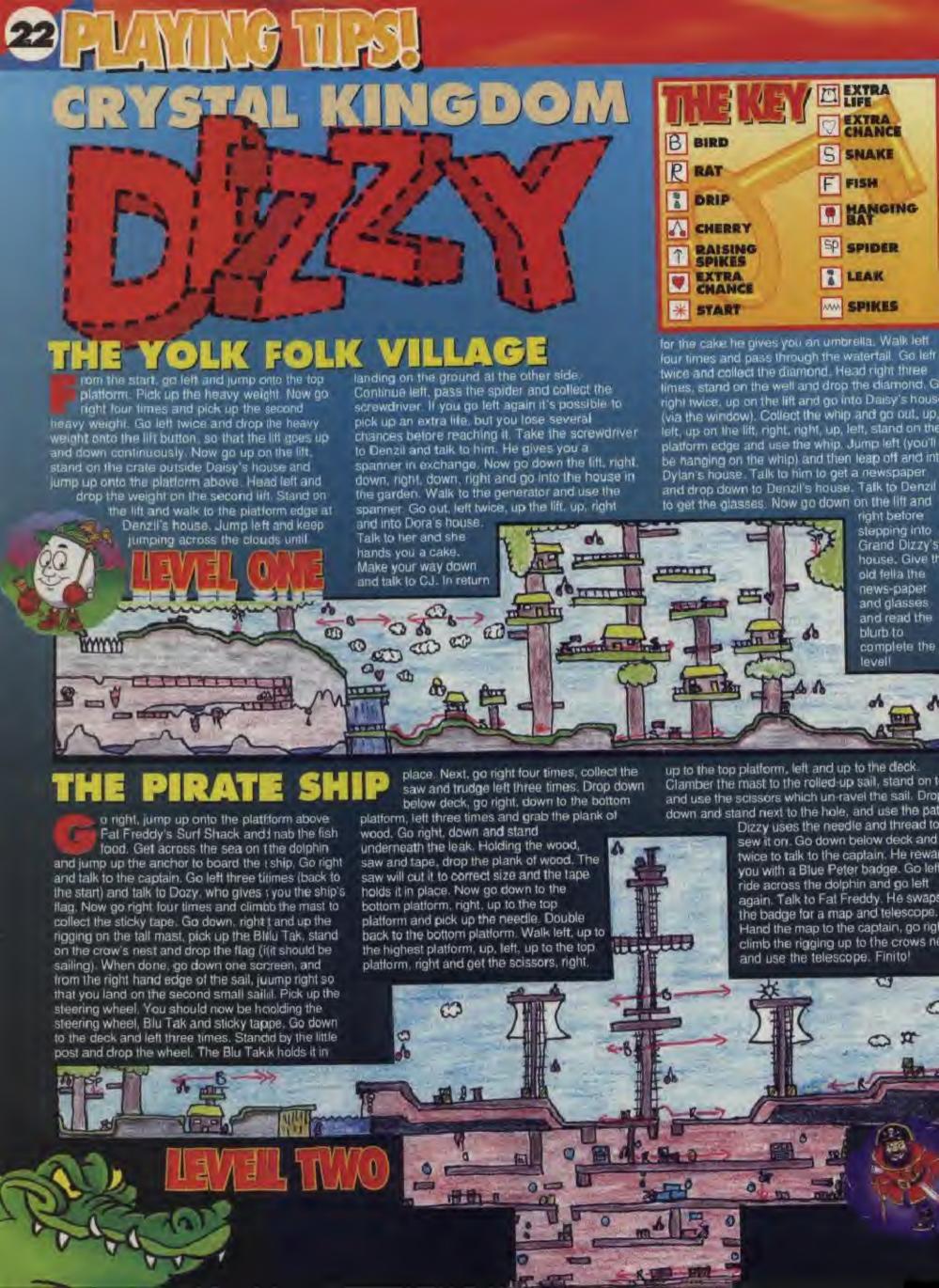
Demonware

Ryan Gouldthorpe from troud's been hammering away at?P Hammer, and has all theslovely level codes for you.

- SARDINEN
- GARDINEN COUSINEN
- SCHIENEN BIENEN MIENEN SCHMIDT MUELLER MEIER
- 7 8 9 10 HINZ KUNZ SCHULZ 11 12
- SCHNEIDA ALLE 15 MEINE 16 ENTCHEN 17 SCHWIMMN 18 AVFM 19 SEE 20 GOODBYE 21 AND THANKS FOR THE 25

FISH

26 FOURTY 27 TWO 28 DA 29 ANSWER 30 MIT 31 FUENF 32 MARK 33 SIND 34 SIE 35 DABEL 36 AEGYPTEN BESONEID SAMSON



PAME THE

CRYSTAL

rom the start of the level, pick up the torch, go right twice and jump up onto the first platform. Then jump (from

the edge of every platform) right, right, left, right, right, left, left and walk off the platform to the left. Pick up the Hippers and drop down to the ground. Walk right three times and grab the oxygen tank. Go right and jump into the water. Swim down, down, left, left, and jump out. Drop the oxygen and Hippers, but not

jump out. Drop the oxygen and flippers, but not the torch (unless you want to be plunged into darkness). Venture up, left, up to the top platform and right, Pick up the pick axe. Go left, left (still on the top platform), left, left, jump the chasm and go left again. Go up to the top platform, right and obtain the oil can. Walk left, down to the bottom

platform, right and down. Use the axe on the brick wall to the left. Pick it up again and go right three times before jumping the gap and continue right. Drop the oil can and pick-axe, go up, left, left (along bottom platform) and collect the pin (it's hard to see — it's on the left ledge). Now go down, right, jump the gap and continue right. Drop the torch and get the oxygen tank and flippers. Return to the pier and drop the pin. Swim back to the underground cavern and grasp the oil can. Continue this process until the pin, oil can and the pick-axe are on the pier. Drop the flippers and oxygen tank and get the oil can and pick-axe. Go left twice. Stand by the yellow part of pipe and use the pick-axe. Drop the oil can to

allow it to fill up. Take the can and drop the pick-axe. Go left three times to the lift. Stand on the button and use the oil. Press lire to send the lift down. Now go right live times, pick up the oxygen and flippers and go down underwater to the cavern. Drop the oxygen tank and flippers and get the torch. Go up liett, up to the top platform, left, left, left and down the gap. Talk to the old man who will climb into the lift basket. Walk left and neb two of the Crystal Treasures of Zeftar. Take them right, stand on the lift button and drop them. Then go left, pick up the last one, and drop this into the lift. Press fire to send the lift skyward. Find your way back to the pier (remembering to snatch the flippers and oxygen before dipping into the water). Drop the torch, oxygen and flippers. Go left live times to the lift and speak to the old man to obtain a puncture repair kit. Now cick up two of the treasures and go back to the pier. The odd-looking item perched on the end is in fact a dinghy. Use the repair kit on it and then the oxygen tank to inflate it. Now drop the two Treasures of Zeftar you picked up before drop the oxygen tank and go back to the lift for the last treasure. Take this back to the lift for the last treasure. Take this back to the lift for the last treasure. Take this back to the lift for the last treasure. Take this back to the lift for the last treasure. Take this back to the lift for the last treasure. Take this back to the lift for the last and drop it. The dinghy flies up into the air and into level 4!





I the start, leave the treasures alone, instead head up, cross the moving platforms, go right, down, right, up to top platform, up and pick up the crystal. Retrace your steps to the start and give the crystal to the balding bloke resembling Richard O' Brien! The wall should disappear, so pick up all of the treasures and go right three times. Drop the

treasures into the catapult bowl. You end up on the other side of the wall. Be careful when jumping the water, as it's a big leap — stand right on the platform edge

(Dizzy will look like he's hovering). Jump across and go right, hop over the rat (but watch the drip), Collect the salt, go up twice and grab the block of ice. Go right, down, across the platforms, up and you use the salt on the crown (which is frozen). Get the crown and go down twice and right. Pick up the parachute, go left, up, left, down, left. Drop the block of ice into the water, which allows you to pick up the chalice. Now, go right, up, up, left and drop the two treasures you have. Go right three times and jump across the gap to the cloud (you have to be holding the parachute as you float more slowly). Get the sword and fall to the ground. Drop the parachute and go left, up, left, up, left. To complete the game, you must place the three treasures in the following order: CHALICE

CHALICE CROWN SWORD

Talk to the man patiently and eggs ahoy, you've finished!



There's been some heavy competition for the amazing Datel Action
Replay Cart. A lot of you sent in Crystal Kingdom Dizzy tips, but, as they say, the early bird catches the worm.

In this instance it's **Tony Burdett** from **Warwickshire** for his excellent and concise maps and solution. Here's a cart for all your hard work, Tony!





MILD WEST SEYMOUR

Codemasters THE SOLUTION

Ahaa, that Seymour chappy's rearing his fat little features again. I thought I'd seen the last of him for a while, but Alan Shaw assures me the potato-cloned character's far from dead. In his latest outing Seymour takes a shot at movie making, and if you're having big-budget problems with the game, then come out of the foyer and let Alan take the directors chair for the main feature...



L. In Bus. Talk to Pete. Take Camera. R. Talk to Rich. R. In HQ. Take Remote Control. R. R. Switch on Remote. Go to Plane. Take Batteries. L. Up In Lift. L. In Door. Turn off Light. Get Can Of Film. Put Film and Batteries in Camera. Take Light. R. R. Down Lift. R. Take Microphone. L. L. L. L. L. In Bus. Give Camera to Pete. Leave Light and Microphone on Seats. Go out of Top Window. Jump onto Tree (needs practice). Jump Right (next tree). Jump onto Cloud. Jump R onto roof. R. Jump to shed roof. Take

Clapperboard. Go in Shed, Take Plunger. Go back to Darkroom. Unblock Sink with Plunger. Take Key. Go to Dave's Office. Take note (on safe). Go to Bus. Start Engine with Key. Drop Clapperboard in Bus. Go outside. Talk to Genie. Give Genie Note. Take Flower to Claire (at HQ). Go out. Go back in. Talk to Claire. Take Script. Return to Bus. Drop Script on a seat. Finished!

ACT TWO Code — 21D135008

L. L. Take Brush, R. R. In Shop, Sweep Floor, Talk to Dan through Door, Take Card, Take Ticket, Take Dollar, L. L. In Office, Go to Booth, Insert Dollar In Booth, Stand still at Booth Door, Go out of Office and re-enter, Talk to Man (if he says. The Booth can be temperamental then sweep up the floor, gain another dollar and re-take a picture). Drop Card, Drop Ticket, Leave Office, Return to Shop, Go onto ledge, L. L. Jump to higher ledge, L. Onto Office roof, Onto



pole. Take Key. R (on root). Back to higher ledge. Jump right. Jump right. R. R. Jump onto tree. Jump onto cloud. L (on clouds). Onto Top Roof. L. Turn Clock twice with Key. Walk left and fall off. Into Office. Get Ticket. Get Card. Get Picture. L. L. Talk to Guard. Board Train. Finished!

THE SOURCE SHOCK

ACT THREE Code — 10C700068

Jump onto seat below Medical Case, Take Scissors and Plaster from Case. Drop Plaster. Take Harmonica. Leave Train. L. Jump on Coal. Jump right. Jump right (onto cliff). R. R. R. Play Harmonica to Snake. Drop Harmonica. Take Pick-axe. R and down. L. L. Dig with Pick near the end. Fall down. Talk to Genie. L. Give Actor Scissors. Take Detector. R. Keep talking to Genie. Return to Mine and walk right until

Detector bleeps, Dig there. Take Gold. Drop Pick. Drop
Detector. Go back down hole and talk to Genie. Give Gold to Man. Take Bucket. Go back inside Train.
Fix bucket with Plaster. Go to Lake beside Genie. Fill Bucket with water. Keep talking to Genie. Go
back to Train Engine. Put Water in Boller. Go onto Coal. Take Coal. Put Coal in Engine. Keep walking
left until you reach Tumbleweed Take Tumbleweed. Go right (back to Train). Put Tumbleweed in
Engine. R. Take Cigar. Light Engine with Cigar.

ACT FOUR Code — 238A35008

L. Fall down. Take Whisky Crate. L. Talk to Blob. R. R. R. R. Give Whisky to middle Wigwam. Get Water-wings from third Wigwam. Go back to Blob. Get Blob to blow up Water-wings. Examine Grave. Take Strange Bone (Pipe). Go to Wigwams. Give Pipe to middle Wigwam. R. R. Get Spade. Back to Indian Grave. Dig It. Take Animal skin Spell. Return to where you got the Spade. Read Spell. Leave Screen their return. Take Crop to middle Wigwam. Game Complete.



The Hit Squad

n awful movie but a fine game which earned itself a shiny 94% in Issue 1 Imran Shamim has a massive guide to completing it — my hands are realing in pain at the thought of typing it out! Nyet mind...

The real-logs

• From the start, jump onto the first table. Using the tables as platforms, make your way across the roof until you reach the tightrope. Climb across carefully and shoot the owls, one by one. When on the other side, push the nearest crate onto the lift and take if up to the higher platform (you must be on the lift with the crate). Position the second crate under the right-hand edge of the platform, and slowly push the other one on top of it. Jump down and push the stack of crates towards the lowest window, whilst avoiding the dachshund. Climb onto the crates and head toward the left-most window.

LIDITA 1.2 - Floor

Stay clear of the lasers. Push the small crate next to the large crate and scramble over it, shooting the biker. Leap on the springboard to clear the other boxes. Avoid the pressure pads and kill the guard. Crawl underneath the first 'sturon the wall and jump over the next. Get rid of the guard and climb up to the the tightrope. Move across and kill the biker at the other end. Clear the laser obstacle and enter the lifts.

LEVEL 1.3 - Floor 1

• Crawl immediately and kill the cop on the other side of the hole. Using the armchair as a springboard, jump over the hole and avoid the laser. Push the small crate next to the stack of crates, allowing you to pass over them. Shoot the cleaner and jump over the pressure pad. Kill the 'little shooter' and continue left, bouncing over the pads using the armchair. Kill the cop and steer clear of the laser whilst making a dash for the exit.

LEVEL 1.4 — The Labyrinth

Climb the ladder and enter the following room. Dodge the flamethrowers and go up. Hit the switch, climb back down and head right until you reach a ladder. Get climbing and stand between the flame-throwers. Fire a ball to hit the switch or the left. Go back to the first switch and you find the fan's stopped. Run past and nip up the ladder to the next section. Use the 'monkey' bars to get across and hurry right until you reach the pit. Hit the switch on the left and drop down the shaft at the end.



FLIMB III

ON HAWK

into the section. Behold yet another switch requiring depression hit is and the Ian will slop Collect the coins and smack the following switch, this deactivates some lasers further on. Once past continue right avoiding the lasers to the end.

LEVEL 1.3 - Ploor 5

Kill the biker and go right. Sprint past the laser and volley the crates by bounding on the sofa. Kill the guard and leap the pressure pads. Put pay to the final guard and once clear of the laser, head to the lift.

LIVEL 1.0 - Place 0

Shoot the cop, bounce across on the sofa and vault the crates and pressure pads. Destroy the guard and use the crate (and a running jump) to clear the gap.

LEVEL 1.7 - Singe 9

Climb over the crates, kill the biker and use the armichairs to cross the pressure pads. Scale the crates to walk the tightrope. You will come across a huge stack of crates and a biker on the other side. Ignore the lift and head right, shooting the guard and reaching the exit.

HIVEL 1.8.—

Go past the laser and kill the guard. Wait between the next lasers until the coast is clear. Destroy the cop and wait between the lasers again. When safe, run and kill the guard. Head right and then jump onto the platform and punch the painting to release it. Level 1 cracked!

The Sewers

Drop off the platform, then run right up the stairs to collect the bonus coins. Shoot the guy on the pogo stick to stun him before rushing forward with a punch. Climb the next set of crates and jump onto the uppermost platform walk right as far as possible and drop down. Go to the left a little and waste the doctor. Push the crate off the platform and onto the lift. Now use it to climb up the following stack of crates and on to the top platform, disposing of the doc who appears. Crawl to the gap edge, kill the opera singer and leap the space. Walk the tightrope and fall off the platform heading right as you descend. Now use the crates with arrows to bounce over the higher crates. Get rid of the opera singer and shove the crate off the ledge. and onto the lift as before. Climb the ladder to completion



LEVEL 2.2 — The Cotocomba

Avoiding the spear, go right and climb down the ladder. Head right and up the ladder but only walk over the pipe when the leaf is moving upwards. Climb the next (ew ladders and run left. The gurner requires two hits but once dead go up the ladder right and take the first ladder you see. Dodge the spear, scale the ladder and use the tightrope to bridge the gap. Jump onto a lift and get off at the third exit. Climb down the ladder and use the tightrope. Don't fall otherwise you will have to go back using any switches to open gates. When across leap up the ladder and past the spears, then re-climb the ladder. Jump to the right, leave the switch and make your way up. Clear the pipe by hurling yourself from the ladder and climb the next. Go right and reach the exit or visit the lower passage for a bonus coin.

MVEL 5.3 --Verlant Book

Wait for the gladiator to jump to your level and then blast him twice. Shoot any nasties but watch for the hunchbacks. Cross the rope and nail the hunchback just before you reach the right side.

Vertices Holls

The first section's not too difficult. Climb down the ladder and head left. Avoid the 'T' shaped blocks on the floor or you bounce up to the top level. When far left, drop down the hole into the hall. Go right, taking your time and be sure to jump the gaps. Climb down the far right ladder and head left. Now climb the ladder at the far left and shoot the gladiator. Go right while jumping from platform to platform. Touching the ground won't kill you, but it does lower an animal cage in the distance! Avoid the security bleeps and you soon arrive at the cage. Drop down on it from the platform and it's another section finished.

LEVEL 3.1 — Outside The Castle

Kill the balloon gangster, and sprint right to climb the ladder. Jump off the drainpipe, then jump left across the lower set of platforms and kill the sloth as you encounter him. Reach the lift, blast the kangaroo and run right using the platforms (it's more difficult if you stop between jumps) and go up the ladder. Go right, climb up avoiding the falling debris. Jump onto the drainpipe then off onto the platform, Go left, kill



the sloth and cross the rope. Steer clear of the slime as you climb and punch the baddle at the top. Run right punching those in your way and grup the next ladder. Bial the sloth, crouch down a kill the balloonists. Then run left.

LEVEL 3.2 — Coulds Remperls

Kill the sloth and the balloonist. Climb to the higher platforms above. Kill the hanging sloth an cross the rope. Go down and leap the ramparts. Got to the top by using the left hand platforms, a head up the ladder for the exit. Do not shoot the baddies — you'll see why!

LEVEL 3.3 — Opener Courte

Go past the baddle above you. Kill the sloth ar jump the platforms. Avoid the next two baddles, jump the platforms again and kill the waiting slot Don't shoot the next nasty but do jump the gap and push the crate under the ladder to climb up.

LEVEL 3.4 --Coolle Roof

Go left, jumping over the low balls and ducking over the high ones. Continue past the tennis machine and go far left killing the balloonist and jumping up along the platforms. Shoot the kangaroo to get to the lift making sure to jump off when it stops. Make your way left along the platforms taking care of the balloonists and you wreach another lift. Now get onto the right hand lift and exit via the open window.

LEVEL 3.5 — Anto Chambur

Inch forward until you're standing in front of the ladder. Blow away the bomber and the two guys behind him. Climb up the ladder to the right and push the crate off the edge. Retread your steps back left and use the lifts to manoeuvre the crate the highest platform. You can avoid the huge rat thingy by jumping on the crate. Push it right until it cannot go any further. Now simply jump onto the crate and then onto the top right platform to find the exit.

Crystal Room

Drop down to the bottom and hit the switch in to top right-hand screen. Go left, climb up the ladder and across the tightrope. Make your way right and hit the middle switch. Go back to the first switch a quickly as possible but use the central ladder and nab the crystal. Now go back to where you hit the second switch and jump on the platform to press the bottom right corner to escape. Congratulation you destroyed the alchemy machine and saved the world — pherently.

EXTRA CHEAT

An infinite lives cheat is always useful, so take careful note of this burglaresque joystick japer. On the title screen before it flips to the high score table, push the joystick UP, DOWN, LEFT RIGHT, RIGHT, LEFT, DOWN, UP. The screen should flash to indicate the cheat is up and running. If you own the disk version then you needn't feel left out because Banffshires bastion Hector Scott has delivered the goods for infinite lives, Immediately after you've typed in LOAD. 8,1 press down Shift Lock and only release it when the first level has loaded.



'Aarrgghn! Help..
help!' crie- the dazed gan aplayer. I just can't fathom this level, I keep getting killed by the five-legged septic-faced demon turbot.' It can happen to any unsuspecting reader, the common problem known as difficulty. Difficulty in completing, destroying, rescuing; whatever the game, you can be assured that someone, somewhere is stuck. Well, let the Clinic doors swing wide open and may the public swarm in with enquiries. First to plank himself on the

couch and relay his monument-

ous problem is Mr Capes from Skipton, West Yorks. Now this poor gent is getting very perturbed by Dizzy, Prince Of The Yolk Folk. Only the other day Mr Capes asked for a complete solution and being the caring soul that I am I promised to send it along to his very doorstep. But the rooms of COMMODORE FORCE are said to be haunted and torch my trousers, my solution has completely vanished! Therefore, please respond to Mr. Capes plea and get those Dizzy answers in

(which totally contradicts what I said lest issue, never mind).

■ Ember Stone from East Sussex has a problem getting off the first few screens on Finders Keepersl Rest easy Ember, these tips will help you out no end:

will nelp you out no end:
The Philosopher's Stone and the Lead Bar
form a Gold Bar worth £500. Take the Sword to
the Blacksmith and you get Excalibur. Spark Of
Life and Pile Of Mud form a Mud Monster worth

£1000. The second-from-top object in Needlework Room is a Crystal Ball worth £500. Don't bother with the Z80 chip, it's only 0.01pl

Don't collect the Sticky Bun or Glue because you can't drop them. Never carry the Saltpetre, Charcoal, Sulphur and Burning Torch all at the same. The Model Cutty Sark and The Empty Bottle make a Ship in a Bottle. Combining The Cheese and Mouse results in a Very Fat Mouse. Get the Knife and Fork from the Astrologer's Study and the Leg of Chicken from the Garden Gate Maze, to make a Chicken Bone. You can now get the Large Hairy Dog from Gordon Trader's Room. Drop the Dog in front of the Cat, it will disappear allowing you to escape from the castle.

- Caroline Davies is at her wit's end with a rather old game entitled Krystals Of Zong. She can get far into the game but is encountering problems at the end few levels. Playing tips joyfully accepted as we are her last and only hope.
- I like polite people, and eliquette trimmed Mr S M O'Brien would like assistance, 'as soon as convenient' with Wizard Willy. Either a poke or general hint as to deleating the level 1 guardian would be appreciated. Mild-mannered help pronto please, lads and lasses.

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HALL OF FAME

A lot of people dream of having their name in lights, but just as many strive to appear in COMMODORE FORCE. You wouldn't believe what some people are prepared to go through for a mention. Threatening letters, abuse, kidnappings... it's great! Here are those who failed to appear this Ish, but stand a mighty good chance of featuring in the future.

Darryl Marshall (Bournemouth), Mark Hodgkinson (Cheshire). Philip Croft

Darryl Marshall (Bournemouth), Mark Hodgkinson (Cheshire), Philip Croft (Lincs), Jason Moulton (Staffs), Philip and Meirion Davies (Mid Glam), Paul likkle laddie Eveleigh (Dorset), Richard Beckett (York), J W self-confused Templeman (Leeds), Faisal Ashraf (Boulton), Brian Given (Devon), Gavin McBride (Ireland), Mark 'Charlie Who?' Forwood (Midlands) David Clarkson (Hull), Carl O Donoghue (London Penge), Mark Cartwright (Worcester), Jame 'Bath' Mitchell (Shropshire), Neil Welsh (Lancs), Trevor Fuller (Cambs), Philip Croft (Lincs), Christopher John Dare (Boulton), Christian Geoghegan (Ireland G Davey (Sussex), Daniel Morgan (Somerset) Bernard Mouldy Sandwich' Sheridan (Dublin), Martin Rose (Essex), David Hesford (Merseyside).

Time flies when your throwing clocks from a window, and yet again I must wave off the tips section for another month. Bye, see ya, ta-raa, etc. Away it rides into the sunset. Bu wipe those saddened eyes and mop that glistened nose, because I've had a vision. A vision in which I sit at my desk reading tips and typing them out, commending some, condemning others. I continue this task until deciding to stop. I then write an epilogue that means no sense whatsoever and really makes no difference to the planet earth. How very odd. Please keep your work flooding in to; The Tipster, COMMODORE FORCE, Europress Impact, Ludlow, Shropshire SYS 1.

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Some people's handwriting — I know you youngsfors can read microdot, but crusty old hypermetropics like me (LMLWD that's long sighted folks to everyone else) have real

trouble with tiny words. Most letters that wing their weary way to COMMODORE FORCE are fine, but occasionally you get one so mucky it looks like Chris Hayward sat on it! It makes me go cross-eyed. I don't believe in these new-fangled doctor thingies, so I tried the local sweet shop for a cure (it seemed like a good idea at the time). The shopkeeper, Mr Waffler, said anisced balls are good for the eyesight — has anyone got any to spare? I'd buy my own, but you know how it is, with inflation, the state of the pound, the effects of the royal marriage on the country's fiscal status, the state of my bloody pay packet, etc...

Dear Lloyd.

Could you tell me where I can get The Great Giana Sisters? I've tried everywhere and no-one has it. Is it coming out on budget, it so when? If not, why not put it on the covertape?

Please print this letter and I will tell the Ed to give you a pay rise.

Jonathan Bacon, Grimsby, South Humberside.

Sorry, you're out of luck. The Great Giana Sisters was a blatant Super Mario Bros rip-off, and Nintendo didn't take too kindly to it they sued, and the game was quickly withdrawn. You can forget about getting it from a shop, but if you're EXTREMELY lucky you might find a second hand copy somewhere.

PD OR NOT PD...

Dear Lloyd.

I was very interested in the Public Domain article in the January issue of the mag. Where can I get more information? I thoroughly enjoyed the tirst issue of COMMODORE FORCE.

Darron Morris, Wexford, Ireland

Sure — try Binary Zone PD, 34 Portland Road, Droitwich, Worcestershire WR9 7GW. They've loads of demos, games and utilities, and they now offer a tape service as well as disk. If any other PD libraries want a free plug, send us some material

(especially

games).

There's only one Super Mario King

HOROUGHI MODEM

Dear Lloyd.

I'm interested in buying a modem for my C64 I've a few questions to ask...

1) How much does it cost to use a modern at 6pm, not on a Sunday, for one minute? Same as a normal phone call.

2) How many tun, legal things can you do wit modern, and could you tell me how to do thes

You can use Bulletin Board Services, play multi-user games with people living miles away, and chat with all your modern-owning triends using a conferencing service.

3) If you have a call waiting on your phone wi you're using your modem, will you know someone's trying to call you?

On some exchanges you get a signal, but usually play havoc with modems anyway.

4) Are modems on 'much more advanced' computers better than C64 modems?

No, all CPU's are equal regarding modems
5) How do you set up your own dalabase on modem?

I presume you mean 'Bulletin Board'. Ask your local PD library about the necessary software.

6) How much does a modern cost? Depends how fast it is. It could be anythin from 0.50 - 0.000.

7) Please can we have an Agony Aunt in COMMODORE FORCE for people who have problems in their life? Your Sinclair have one I think it's a brilliant idea. You, Lloyd, seem like sensible person to do it.

I don't know what other readers think, but can't see it working myself. With the Spectrum market rapidly diminishing, You Smelair probably included it as an act of desperation. For my money, COMMODOR, FORCE should remain a computer magazing — rest assured we'll never fill the mag wit. toys and comics either!

Joel Winston, Edgware, Middx PS Don't make lun of the Spectrum. If we wa stop the things that are being said about 8-bit home computers, then we all have to work

PPS Give Lloyd a pay rise, he deserves it.

Hope that helps, Joel. On reflection, you probably right about the Spectrum. After a used to own one when I worked for Crash there's no getting away from the fact that now dying, but it's had a good innings!

C-FORCE No.4 B APRIL 19

ON THE MAKE?

Dear Lloyd.

Having read your last issue I feel quite perplexed. Your reviewers do an excellen job most of the time, but when you do a feature reviewing old games (eg film licences) I cin't see how you can change the ratings so drastically on some games and not at all in others, bearing in mind of course they'll have aged.

It leads me to think that you're not as unbiased as you should be. Maybe it's primises of software houses' freebies or backhanders! Paul Yates, Quarndon, Derby.

Before you write another letter, Paul I suggest you look up 'libel' in the dictionary and don't do it again! The reviewers NEVER give high marks on the promise of backhanders, and the reason for ratings changes (other than aging) is that the person writing the feature felt differently about the game than the original reviewer we do disagree occasionally (No we don't! - Ed). LM

ICPUG PLUG

Dear Commodore Force,

I'm writing (Why do people start their letters with 'I'm writing'? I(know you're writing, I've got your letter in front of me) having just read your first issue, and I would like to say how much I enjoyed it.

I'm a relative newcomer to the C64 scene, as I've only had mine for a couple of weeks. I was talking to a friend at work about getting an Amiga when he asked if I fancied his old C64 for E40. I said 'yes' immediately, as it's a bargain, but I didn't realise the price included a MPS701 printer, a 1541 disk drive, datasette, fitteen books, and over thirty pieces of software, all in 'as new' condition!

I'd like to dispel some of the rumours about consoles killing of computers. I sold my M** drive after only six months as it was boring and I couldn't afford the games for it (despite the lact that I am 23 with a decent job - how are kids supposed to afford them?), and a mate of mine is selling his to upgrade to an Amiga. As you can see, people are wising up, so don't believe the hype — computers are better!
I've a couple of questions; Firstly, I had a

problem with my C64 - I spoke to Commodore. who put me in touch with the Independent

A CASE IN POINT

Dear Commodore Force,

Hi there. How goes it? Like the new mag and superb tips booklet. Now, down to business.

1) I would like to learn how to program games. etc, but I've no idea where to start. I was wondering whether you could put a small program in your mag, and possibly some alterations to DATA lines, or whatever lines you have to alter to change the way it runs, or change colours too. This would help us novices learn a thing or three.

Where did you used to get your cassette cases from? I used to get my spares from W H Smith, but they no longer sell them here. As I now have about seven cassettes with no

Commodore Products Users' Group, who were very helpful. I'm thinking of joining, but is membership worth £21? Secondly, do you know of any software that I can use for my household accounts? I'd really like to see if my C64 can make any sense of my bank statements, as I know that I can't!

Simon Trenerry, Sutton, Surrey.

Haven't a clue about household accounts packages — the best thing you can do is contact ICPUG again. Their technical and product advice is second to none!

Membership is definitely worth the asking price if you're into more than games. As well as excellent service and regular newsletters. you also get free use of their extensive PD library. Anyone wishing to join the ICPUG should write to The Membership Secretary, Po Box 1309, London N3 2UT

Dear Lloyd,

I've got a few points to raise.

1) CONSOLES

What's the big fuss about them? My friend who's got a Mega Drive got Sonic 2 when it cam out. In two-player mode we completed it in two goes. Ok, so it has brill graphics and music, but where's the playability? Some people completed within three hours of buying it!

2) C64 SOFTWARE

Why have most shops stopped selling C64 games? In Keighley, there used to be live shops serving the C64, now there's only one. The other

are console only!

3) ACE SOFTWARE

Sorry but we need all the free plugs we can go 4) COMMODORE FORCE

Great new mag. Just don't get anyone called Lucy or Miss Whiplash near it. Sorry about the length of this lefter, but I had a bit to say

Jamie Johnson, 168 Long Lee Lane, Long Lee,Keighley, W Yorkshire, BD21 4TU.

PS For into on Ace Software, send a disk and a first class stamp to the above address.

I wonder what'll happen to those shops when the console bubble bursts and the scene's dominated by computers again? Serves em right for not supporting the C64! Remember you can always get software direct from the software houses, and the Forcefield Plaza can get anything currently available loo.

STAR BORES?

Dear Lloyd & Crew,

Greetings from the Dagobar system! As it takes longer for your publication to reach the Forest Moon of Endor and the Ice World of Horn, I've had to dispatch a small rebel fleet to calm the armies massing there. It seems they were ready to storm Earth, in particular Shrooshire England. Anyway. I've mentioned that the force will be with them - always.



complain, though, about the picture (in issue 2) of Miles Guttery. Many Wookies out here have taken offence, and a few threatened to destroy all in-coming copies of your mag, but we managed to calm them down with nude 3D pictures of Mon Mothma

Anyway, I'm sending this letter on the Millenium Falcon (that's the ship that made the Kesel run in less than 12 parsecs, in fact she'll make point 5 past light speed).

I must point out that the Force runs strong in my family. My brother has it, I have it and my sister (if I had one) would have it too.

To end it: May the force be with your Mark Dodd, (Jedi Knight and friend to Captain Solo) PS Keep up the good work (and keep

down the price?). We'll do our best regarding the price,

Mark, but can you imagine how much it costs to Tele-beam COMMODORE FORCE to the other side of the galaxy? We can't use a molecular sling as it would damage the covertapes, and the low-cost invisi-wire's too slow - even on the Tele-beam we have to lock on a Transilme Oscallerator to slow down the passage of time. This is incredibly expensive, but if we didn't the mag would be out of date by the time you got it. We had a slight accident beaming issue three to the Zygorian Imperia - the Transfime Decellerator overheated, and they ended up getling the mag before we'd even written it! No wonder! never get a pay rise.



cases, I thought I might as well ask.

Well, thanks for listening. Hope you can make sense of my scrawll

Andy Thom, King's Lynn, Norfolk. PS If anybody wants an old game that's no longer available, is it legal or illegal to oblige?

No magazine programming column will ever be as good as a decent beginner's guide - check out your local library, you know it makes sense. We hope to market cassette cases through the Forcefield Plaza soon, so watch this space. Finally, you can do what you like with your original program, but if you copy it you're breaking the law.

COFFEE CLUB

Greetings Lloyd I wonder if I could ask a big favour, no

questions I promise.

Being a dedicated C64 user, it seems to me that there's not enough help available for the gamesplayer (COMMODORE FORCE excepted, of course).

I intend to set up a PD library and information. exchange, covering all the usual games and demos for the 64 but also cheats, pokes, listings etc. I've already built up an extensive collection of my own, but what I need now is for other 64 users to get in touch with all their material so a large enough database can be formed.

I would also like to correspond with other Commodore 64 users world-wide, and perhaps help set up a user group here in Bedfordshire.

If I can compile this database, it won't be a profit making organisation, it'll be a C64 help desk (or, more accurately, a coffee table as my funds don't run to a desk)

Here's hoping you get your rise, as it may encourage my boss to give me one too.
Steve Morris, 68 Russell Rise,
Luton, Beds LU1 5EX

What's in it for me? Only joking — if you've any cheats, pokes, lips or other interesting pieces of PD, send Steve a copy at the above address. Oh, and by the way Steve; don't forget to bung us a catalogue when it's ready!

I SWEAR... TO TELL THE TRUTH?

Dear Lloyd.

I was told my language was getting pretty bad, so I've been practising some soft swear-words. If you want to hear a few, here they are; crikey, drat, darn, flippin heck, blinkin heck, oh sugar bums, suck-a-tash jeepers-creepers, knickers, golly-gosh and

D Gregory, Blackrod, Bolton.

You sound like a schoolkid from an Enid Blyton book. If I were you, I'd stick to the stronger words — you might get a clip round the ear if your old dears hear you, but at least you'll keep your street credibility. Or maybe not ...

PERSONAL ENGUIRIES

Dear Commodore Force.

I think your new magazine's great, it was a good idea to put a tips booklet on the cover. But now I'd like to answer some questions (any one care to ask any?) I've played my Iriend's copy of Turbo Outrun on cassette, and was wondering whether it's still available on disk? If it's been deleted, do you know where I could get a disk version of the Sega Master Mix (I think it was called that) and how much it would be?

Gerard Page, Brighton. PS I also have access to an IBM PC (top of the range) but I am not parting with my commie in a

Well... I'm wailing... are you going to answer the questions or not? Oh I see, you wanted to ASK some questions — why didn't you say so? Unfortunately neither Turbo Outrun nor Sega Master Mix are currently available on disk — sorry!

Yo Lloyd!

I just want to comment on a few things regarding your mag and the C64 itself. I've owned my C64 for about a year and I love your magazine, but there's one thing I don't like at all - those two geeks, Chris and Miles. Miles especially - how can he knock Emlyn Hughes and Microprose Soccer? They're the best soccer games on the Commodore and will be very hard to beat. They also give some games NO good comments. making them out to be a complete heap of crap! I mean, the other veteran reviewers make at least one or two good comments about bad games; but these guys seem to give them no chance. God knows what the manufacturers say to themselves when they read them: they probably think, 'Il we're producing games as bad as this, what's the Goddamn point in carrying on? Let's face it, we couldn't produce a good game If we were paid (even though we are), let's just linish it here and nowl' I know that's a bit over-done, but you never know. As a matter of interest, have you aver had complaints from games companies for giving their games crap reviews?

New on to the C64 itself. Answer me this Lloyd If you sent someone you know into a computer shop and told him to buy any ten games for your 064 how many of them would you find highly addictive? One or two at most I've noticed that since the Amiga and other 16-bit computers came on the scene, pregrammers waste their time trying to match C64 greatics to the Amige's and in doing so the game itself ends up drap-all presentation and no gamepley. To real my theory I bought len games dating from 1985. 1989, before the Amigo atrived, these being, Ghosts in Ghouls — Elite

Wizball - Ocean Short Service — Microprose Gunanio — Microprose Spynomer — US Gold Turbo Outron — US Gold Boggy Boy — Elite Balman The Caped Crusader — Gosen Microprose Soccer - Microprose Acus of Acres - US Gald

found all of these parties highly stiffictive, especially Sileni

Service which i played until I reached the highest rank position. WGSC (World's Greatest Submanne Capiality Since I not them, all my shiftware.

retenand after 1990 was florer ands with the nataplion of he collant Funces Quari Sadly Symmodore games

ine (laims listim) babilia t and from warse to ling; seldom ad you t excellent game these days, and it's all because programmers are trying to keep up with the

Eric Knott, Kerry, Ireland

Look bud, I've been in the magazine biz. for longer than I care to remember, and in my experience EVERY new staff member's been knocked by a reader or two. Miles and Chris are the best rookle writers we've had in many a year, so don't scream for their P45's, let them get into their stride. Sure they're harsh, but isn't that the way it should be? If a developer has so little confidence in his product that he jacks it in over one review he couldn't have been up to much anyway, and do you really want us to contrive kind comments for games with no redeeming features whatsoever? I dare you to buy Gezza's Super Soccet (11%, Ish 2) and find something good to say about it! Having slagged off our reviewers for

being over-critical, you then contradict yeurself by saying C64 games are going from bad to worse to abysmal. True, there are a lot less strategy games in the Silent Service mould (you're right, it's an excellent game), but there's still a fair few ace releases if you look — the brilliant Rampart for example. And remember, Trolls and Lemmings are just around the corner short of a disaster, these games will be world-besters! If you're into war games, check out Bismarck from Summit (Alternative).



DRE MEGA MUD-

Dear Lloyd. Thank God for Ged Foley (last mounth's letter of the month winner). I got a C64 for my 12th birthday in 1984 and had a great time using it for a whole range of applications before it ended up as a games machine. I sold my C64 and upgraded to a Megadrive this year, and like any reasonably new machine I had to make sure I avoided the crap when looking for games. However, I still had a disk drive. Commodore and Atarisoft carts, and various other bits and pieces, which is why the T2 pack was ideal for me! I got it on New Year's Eve and unlike the MD (sorry Segal) I've never been on it for less than five hours at a time. Even though I own one I challenge any MD owner to find me a horizontal scroller like Armalyle, a puzzle game like Boulder Dash... the list is endless. I have the best of both worlds, but ultimately the 8-bit games win out (£3,99 versus £39,99 — that's a really hard

decision, isn't it?). No Lloyd, the bee in my bonnet is over Disks. The cheapest drive is STILL £150 and disk compliations £20. Since the average single disk game is £15, no wonder they don't sell! The life of a compilation is just six months and then they disappear too. Why won't companies push the formal once they have a game which really shows off the capabilities of disk, ike TV Sports Football? It's in their financial interests, isn't it? And we've all had the would be Himicane Hit that's ruined by a crap loader (as I there were any such things as a good multiload), and the Action Replay cart's useless because, despite the machine code monitor, it doesn't have an ASSEMBLER as well. What do you think Lloyd?
Kenneth Henry, Enfield, Middlesex.

I wouldn't call the Action Replay useless it's a great inspection and triller tool, and you can hardly condemn it for 101 being perfect for piracy. I agree the Ci4 disk is under-used and over-priced though — a blank disk is no more expensive thana blank tape (Often cheaper, in fact - Ed) aid it's easier to duplicate, so if anything it slould be cheaper. But no, the software ompanies think. 'If the user's getting a swerior product, he'll damn-well pay a higher proe, and cheerfullypocket the

xtra dosh.

Dear Commodore Force.

I have a tip that works for any game where you have more than one life.

You need an Action Replay cart. When the game has started, note how many lives you have and press the freeze button. Press X for Poke Finder — the screen

should show 'How many lives now?'. Type in however many lives you have, and when all the pokes come up press a key then press F3. Play until you lose a life then re-freeze. Put it back into Poke Finder — it should now say 'Installed'. If it doesn't, the poke has failed. If it worked, press a key then press F3 and you'll start the game with unlimited lives.

Alan Brown

PS — Please put this tip in the tips section.

Sorry Alan, but if you want to see your name featured in our illustrious tips emporium you'll have to do better than that — your 'tip' is just an inaccurate re-write of the Action Replay instruction booklet! If the cart doesn't say 'Installed' first time you try, you might have to lose another life while the computer re-checks the addresses highlighted first time round. Still, you're a worthy pilchard...

Dear Lloyd,

1) I have a complaint — the letters section is becoming boring. The first letter in issue two's snips column should've been the 'Wet Kipper' I agree they went through something of a dull patch recently, but you must agree they're improving. Remember, it's the readers who write the letters page, not the staff. Rest assured, boring lists of questions won't appear again, especially if they mention fat Italian plumbers or irritating blue hedgehogs.

2)) While I'm on the subject, do you pick the right letters for the mag? Whatever you're doing, you're doing it badly. Are all the letters this bad? Hardly any are as bad as yours - I'm having the devil's own job editing it.

3) A lot of people know you but I've never heard of you. Why are you so famous? What did you do

Aww shucks... you tell him readers — why am I so famous?

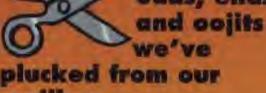
4) I've just read what I have written so far and I left something out which most people seem to bribe you with between 'Dear Lloyd' and question 1 so here it is: I am a loyal reader and I spend lots of money on your mag so please print this letter

Does anyone know what he's on about? I'm damned if I do

Gavin McBride, Dublin, Ireland.

Well there we have it - is the letters page getting boring? If it is, it's up to YOU to do something about it...





mailbag. if I got my Mum to ring up, can I change my

tape subscription to a disk one?

Scott Nys, Surrey. Yes, but there's an administration charge call Database Direct on: 051 357 2961

Please print this letter or I'll sell my C64 and buy a Spectrum

Robert Garner, Scarberough It's your loss!

Do I get a Wet Kipper through the post if I

Robin Pacers, Telford Readers don't go out of their way to win it.

I'll finish now as I've run out of pape ... Julian Pearce, Oxon

I'm going now, 'cos I've run out of ideas...

Well, that's that for another month. The letters are definitely improving — no more 'when's this coming out' or 'where can I get that'. Remember, if the FORCEFIELD PLAZA can't get it, no one can — market stall/second hand shop/car boot sale sounds like a cop-out, but there's nothing more that I (or anyone else) can tell you.

I'm off home now to rest my weary eyes. Any joy with the aniseed balls?

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What a surprise — Street
Fighter II's straight in at
Number 1! Honestly guys and
gais, Lloyd says his mailbag is
full of means about the state
of C64 software; what do you
expect if people buy games on
the strength of the hype?

Street Fighter II isn't a
disaster but it's hardly Numero Uno material, and its
appauling predecessor souldn't have charted at all.



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33 FUELIG DOWNING

PROBLEM CHILD

Topaz

BEERLINE entry for the Camelot party demo competition. It's certainly one of the better demos, featuring some good graphics from their new artist DEATH (macabre handle), and some good coding by D'ARC (weird handle). They begin by graphically illustrating which member does what, setting the standard for the demo as a whole. Featuring shade-bobs (small, moving objects which leave a coloured trail) and shade-plots (the same, only with small dots) and a spooky DYPP (remember that?). D'ARC's high-quality code provides a great springboard for DEATH's graphics, with two great pictures (well, the 'Die Hard' picture is great, while the 'Scythe Man' is okay). Don't think TOPAZ has only two members; AMJ and HTD provide audio support.

PD or not PD, that is the question — whether 'tis nobler in the mind to suffer the slings and arrows of the marketplace...
Dutch Public Domain expert REMI 'THE BARD' EBUS says 'NO' as he brings you the latest in dynamic demos!

he CAMELOT Party in Aars, Sweden, was a big success according to some patrons. Others, however, (including the person I asked to write a party report for this column) found it rather boring. This leaves me with a dilemma how can I write a report on a party I didn't attend when everyone I ask has a different opinion regarding its merits? Let's have a look at the demos released there and try to build an opinion on those...

TAAGEKAMMERET

Starion & Conic

TARION would be one of the oldest groups on the scene if they hadn't split up a few years ago. However, you can't keep a good group down, and recently they were reformed by several old members. CONIC haven't been around for long either, but both groups have built quite a reputation on previous releases.

Taagekammeret, sadly, doesn't really live up to that reputation. It's not a bad demo, it just doesn't feature anything really special. The best part is Spherical, where you see a big colourful ball (a planet, perhaps?), with some smaller balls (satellites?) orbiting, casting shadows on the parent ball.

Another part features some ray traced balls; they're not bad, but it's nothing that hasn't been done umpteen times before. Other heavy codings feature a Bezier's curve and pixel-vektors. Luckily there's one part which doesn't feature boring high tech code.

a slide show of three pictures, good conversions of the brilliant fantasy-artist Boris

All in all, Taagekammeret isn't a bad demo but it doesn't excel in any department.



d there we co

this part was di



COMALIGHT 8

Oxyron



XYRON aren't a very old group, though they weren't exactly formed last week either. Still, they've been releasing demos like hell and are starting to give the better-known groups a run for their money; let's see whether they're worthy of their position.

For starters, Comalight 8 won the competition at the Camelot party. Unfortunately my contact made a cock-up and forgot to send the complete demo, but I'll do my best with what I have.

The intro is simple, some text and a logo followed by an all-border upscroller — yes, you read it right — an upscroller which goes through all four borders! It's not that this has never been done before, but it eats a whole lot of raster time (about 90% of it according to the programmer). The best part of this section is the music, a great

conversion of a Eurythmics classic by PRI. Graphically there's not too much to see other than an enlarged character set and picture by KIKR. Other parts seem to have an Amiga influence, evident in a lot of demos lately; effects such as filled vektors, plasma and bobs, all of which are are pretty common on the C64 loday although they were first seen on its big brother. OXYTRON have also attempted some effects that have never previously been attempted on the C64. Other (not so Amiga-orientated) parts boast elastic lines, as Graham likes to call his plot-routines, featuring some syunning transforming objects, or a splitscreen, with on one side depicting some text in Hi res, while on the other side FLI is shown, divided by a swinging line. One of my personal favourities and probably the most original part in this demo, it

FUELG DOMANIE

and other members rave definitely contributed to the demo as a whole

The end sequence has something to say; it leatures two (well, pirhaps you can say three) endings. If you press space during the section which they say is the last part, the 'real' last part is baded, containing a reasonably cool intelerence routine which they thought too bacto have in the demo. Hit space again andit's time to blow the candle, as they say, and that's exactly what happens!

Problem Child is a good demo from TOPAZ — they're really getting the hang of it. With some pradice they'll be releasing some sturning stuff!



4 YEARS CREST

Crest

ve been telling you about CREST for the past few issues, thinking I knew what they were working on, but again they've caught me by surprise with another shock release - 4 Years Crest, aka Avant Garde, aka We Fight Fascism and goodness knows what else! Why are there so many names for this demo? As soon as you run it a routine changes the directory of your disk, changing the label, the file-names and the demo's title. CREST have always been fiddling around with such routines. They also love registration offices. For example, in McDonald's Restaurant they made you type in your group's name, and gave you (depending on what group you were in) an amount of money (on computer, of course). Their main part was a menu, all subsections having names like Big Mac, Milkshake etc, and each had a price — for example, if you wanted to see Cheeseburger you had to pay 95p. so when you were out of money you had to load the demo again.

Now they've found something new; fifty of their closest friends were given a registered version, for

a section enabling you to design your own fractals. You control three parameters with your loystick, and when you prass fire the CPU starts calculating the fractal. It's not too complicated as it's only built with single-colour dots, but this enables the computer to calculate your tractal in seconds. You can get the welroest enects if you try often enough, but it's rather mall and error, making the TWO examples given a little inadequate.

That's all the interesting stuff I can tell you about this demo, as the last pan I saw was a nice colour-scroll-part which asked you to turn the disk, though on the other side of my copy, was TOPAZ's Problem Child.

Comalight 8 is a good demo, worthy of your collection (if complete, that is), and looking at the other demos reflexed at the party in Aars, it deserved to will

VERDICT! 81%

PROMETHEUS UNBOUND



Now for some demos which weren't released at the party.

LASH INC.

LASH INC.

are already
one of the
oldest groups on
today's scene,
though for me it.

seems like only yesterday when I saw their first demo. I wouldn't call it pathetic, but it was close. Nowadays FHI have grown into one of today's legends, with two of the scene's most talented programmers ZODIAC and UNIFER, some bodacious artists like CREPT, ZORIS and CREPER, and great musicians such as MOON and SHADE. FLASH are one of those groups which successfully combine great design with high-quality code.

Prometheus Unbound is no exception, starting with a good picture by CREPT, a nice logo by CREEPER, and one of the best character sets I've ever seen on this machine. The second part brings you a complicated plot-scroller, hard to code, hard to design, and even harder to read!

COOL CODING

The following part features 'Metamorphoses' a complex routine which animates one picture into another one, very difficult to explain, very difficult to code, extremely cool to look at. Part four has some more dots by ZODIAC, this time calling

them shadow-vektors, as small points built up some transforming objects.

UNIFER always excelled in complex calculations, and this time he encloses the words 'GLOBES in 1992' in an actual globe. spinning over your screen. Then a beautiful picture of a wolf asks you to turn over your disk leading on to the last two parts, one being Mother Swea, again by ZODIAC. This features a whole host of small effects using the Swedish flag, the most impressive being a zoom function, starting as a dot in the middle of your screen and ending by leaving it completely yellow as the flag grows too big for the display. The last part is a slide-show and a sprite-upscroller, and although the spites are enlarged (and ugly!) it serves its purpose. Graphics and sound are great, with aural pleasures from SHADE METAL and DRAX, and graphics by ZORIS. ZAGOR, MORPHEUS and CREEPER, I especially liked the picture 'ACES HIGH' by Zoris, featuring some old-style planes and pilots.

Again FLASH INC, deliver an excellent demo (no other way to describe it), leaving the rest far behind.



their use only. The rest had to do it with an unregistered version of 4 Years Crest. Luckily I'm registered as User 50, so I must be doing something right. (Thanks Deek!). The version I'll review is an unregistered version, as that's the one you're most likely to see...

This release surprised me. My contacts told me CREST were adding the final touches to their forthcoming release, Crest's Late Night Show (why do they always have their name in their titles?), when out of the blue I get a package containing this demo... so what happened? Well they're still working on Late Night Show (I think), but this release came about when top coder CROSSBOW found unreleased parts and routines in one of his many disk boxes. CREST's fourth anniversary provided a great excuse for it...

The intro's very well styled, beginning with some snow and a puppet which appears throughout the demo. In time with the music, the logos 'CREST' and '1991' appear... 1991? Yes 1991, the intro routine obviously being one of the older left-overs contained in the demo. A scroller then appears, explaining why it was released. After about four minutes of scroll text the '1991' disappears and the list of registered users is displayed (That's how I found I was registered). The rest of the part is presented randomly, another of those small devices CREST love.

With a demo full of our-takes such as this, you have to ask why they weren't released in the first place — perhaps it's because they're nothing special. This demo isn't up to CREST's usual standards, though it's interesting in places. The HDTV part, with some excellent music by DEEK, teatures a hi-res interface picture by SIE in true HDTV style, meaning it has a very high resolution.

and the upper and lower parts of your screen are blank. It also features some pixel-perfect plasma and side-border effects — and look out for the stretching scroll by VISION, with a cute dragon picture by SLICE. Nothing very special considering what CREST are capable of doing.

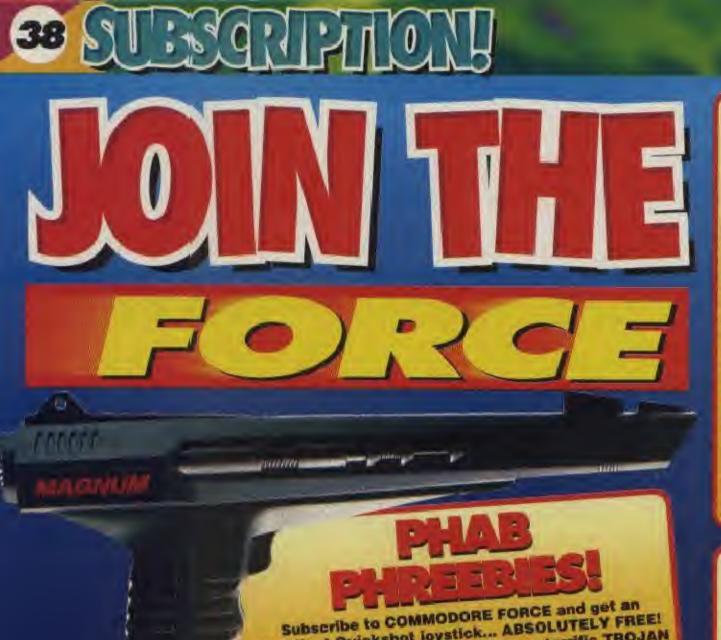
CROSSBOW was recently voted best programmer on the scene, though if anything excels in this demo it's the music. MSK, DRAX, DEEK and XAYNE produced a great score, while the coding and graphics seem very average.

Still, 4 Years Crest is an okay demo and certainly raises expectations for their next



That just about sums it up for this month. If I come across a complete version of Comalight 8 I'll finish the review next month.

Next issue's PUBLIC SECTOR features scene 'zines, on both disk and paper, so until then... have a banana!



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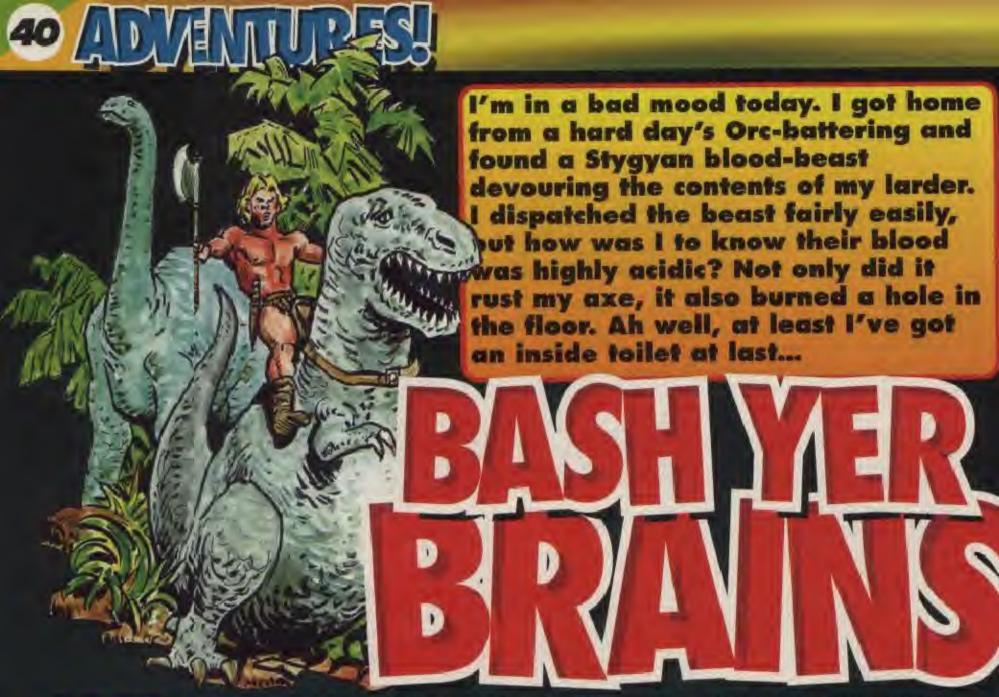
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Tony Collins of THE GUILD has come up with yet another special offer for COMMODORE FORCE adventurers. This time you can get Castle Warlock and Witch Hunt, two excellent adventures, at a pound off the usual price of £4. Please state tape; or disk when ordering.

Please send mee your twin pack of Castle Warlock and Witch Hunt at the special price of £33.

NameAddress

PostcodeFavourite GUILD : adventure.....

Island and Mansion Quest. True to his usual style. The Lost World's a text-only adventure based on the well-known Gonan-Doyle book.

Like Sir Arthur's story, the game's set on a mysterious plateau filled with strange prehistoric creatures and people. Truly a land that time forgot. You play Edward Malone, a reporter for the Daily Gazette. Your task is to find your good friend Maple White who (according to his despatches) discovered a strange world that time passed by.

Beginning at your camp-site at the base of the plateau clifts, careful examination and exploration of the initial locations reveal your friend met a horrific and untimely end. Determined to discover how he died, you set out to find a way onto the plateau. This can be a bit tricky, but with a little thought and very careful examination of your surroundings you should soon manage it. Once there the fun really begins!

The location descriptions are atmospheric and really set the scene for the action that follows. If they're not enough to keep you on your toes, the savage apemen who are intent on throwing you off the plateau (head first) certainly will! Hungry pterodactyls, huge prehistoric creatures and a devilish Tyrannosaurus Rex appear too, all set in a steamy, tropical, dripping, vast jungle. Luckily there's a lew friendlier, more helpful characters around (well they are if you treat them well).

Despite the sense of seriousness and tension generated by the game, there's a few humorous touches too — search a leaf-strewn but and you get the response, 'You discover something — leaves, leaves and yet more leaves!' At one point I was forced to leave what could well prove to be an extremely useful object behind, and then wasted a considerable amount of time trying to

get it back - drat those pesky apemen!

Clever programming adds to the tension of the adventure, with short pauses between certain messages as you attempt a particularly difficult action or discover something significant, eg there's a horrifically hairy moment when you're attacked and have only a few moves to escape before meeting your doom.

As usual, it's vital to search and examine everything. As you make progress it's easy to miss vital objects, without which you become completely stuck in a nasty situation later on. Thankfully Walter has included a Ramsave facility, so take my advice and USE IT OFTEN!

The adventure's quite tricky at times, though the solutions to the many problems are always logical — you'll kick yourself for not thinking of them earlier! The parser's a little difficult at times but it won't spoil your enjoyment of the adventure if you think carefully about what action you want to perform and choose your wording carefully you'll get along fine.

All in all, this is one of the most enjoyable adventures I've seen recently, and it should appeal to novices and experts alike. It's not overly large, but it's got enough to keep you scratching your head for hours.

Walter's also selling his compilation of five older games for the bargain price of £10 (single adventures cost £2.50 each).



had a puzzling letter passed on to me from Brian Gee. It was addressed to the technical department (sniff), contained a cheque (which, I stress, won't be cashed - not least because it is made payable to Prof Brian Strain), and was asking for help with an adventure! Don't you realise, Mr Gee, that I'm the adventure expert around here? Brian's playing The Famous Five, and asks, 'where can I find the key to the cupboard on the wreck and where is the map of the island?' To answer your first question, there isn't a key. Try CHOP CUPBOARD and OPEN CUPBOARD to see what's inside it. What you find there could

contain the map - getting it out of the box is a tall order, thought

Another letter arrived via The Tipster. It was a set of maps for the Zork series by Infocom. kindly sent in by B Dallas of Fleetwood. He also sent some advice for J Nixon who wanted help with Kentilla, Mr Dallas says, 'The castle is entered by befriending the eagle, who carries you to it. The boat is kept affoat by "bale boat", using the bucket. Get Elva to shoot the Darg-Vool with the arrow. Cheers!

P Bocking wrote to Bash (yayhayl) to say that he's bought two old adventures in a car boot sale, namely The Hobbit and Kobyashi and

wants some lips on them, Wall, Mr Booking, If you would care to write in and tell me exactly where you're stuck I'll be delighted to help.
Make sure you let me know if you have
Kobyashi Naro or Kobyashi Ag'kwo, both by Clive Wilson I can help on both, but I need to know which one you have.

Gary Spence has very kindly sent me a solution to The Case Of The Mixed-Up Shymer. He admitted he had a bit of help from his sister and his mum - I'm not surprised she won"t let you reveal her age. When she finds you tried to calculate it and said she'd celebrated her 21st birthday TWICE she'll probably pull the plug on you next time you're adventuring!

Gordon Gillies says the Level 9 adventures Stuart Sumner from Birmingham asked about are still available directly from Level 9. The last address he has is; Level 9, PO Box 39, Weston Super mare, Avon, BS24 9UR.

erily, many young adventure heroes wish to benefit from my wisdom in the art of adventure-lore. Heed my counsil and you won't go far wrong ..

When approaching your first adventure you should always be armed with a pencil and paper (as well as a broadsword and a battleaxe), as it's essential that you make a map. If you don't, as sure as kissing a frog turns it into a handsome prince (yuck, spitl), one of two things happen you either find yourself hopelessly lost in a complex maze of locations, or (worse still) torget where you left that vital object. Don't expect mapping to be easy — after going North from one location, going South doesn't always bring you back where you started Don't despair, just remember the programmer started with a map of his own and every adventure is mapable. And remember to explore each and every direction. including up and down, before moving to the next

The importance of examining everything and anything you come across can't be stressed too strongly. Most objects have a practical use in solving problems, and examining them carefully sometimes gives a hint regarding their use.

Read location descriptions very carefully Remember The sunlight is beaming through the window and shining on the paperweight on the desk in the corner coesn't necessarily mean grab the paperweight and rush off to explore further

Examine the desk, it might have a drawer in it. Look behind, on and under the desk, you could find something useful. Don't forget the window either; can it be opened to provide another exit? Maybe there's something on the window sill. behind the curtains, or perhaps the curtains themselves might come in useful. All curtains, tapestries, etc should be opened or looked behind as they often cover an exit or a clue of some sort. Pictures can also give valuable clues, and could also cover a wall-safe or niche in the wall. Fireplaces mean chimneys, and these are often worth climbing. If there's a fire in the grate, try to put it out. Don't forget to search everything more than once — sometimes you find an object and rush off with it, only to find there was something else there after all.

Lots of adventures have trees, and your first thought is to climb up them. There's usually something up there, but don't just leave it at that. Shake it, you never know what might fall out. Are there any branches that could be broken or cut to provide a useful stick? Could the free be chopped down and used to cross a chasm, or chopped into firewood? Remember to examine the tree carefully because there may be something hidden in the roots or in a knot.

More useful tips for tackling adventures next month — keep your axes sharp and your eyes peeled, and you never know what you'll find

Well, that's all from the mailbag for now. Remember, if you want to write in on the subject of adventures then address your letters to Bash the Barbarian (remember Bash always keeps his battleaxe sharp and gleaming, and the next person to write to Lloyd, Brian or The Tipster will be redecorating the walls with his own blood). If you want a personal reply, don't forget to enclose a stamped, self addressed envelope.

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I can help,
I've been using a
64 for years
Yes, another month,
another intro, another
borrowed song lyric. I've
got a packed postbag to
get through this month,
with everything from
disk drives to flashing
cursors!

THE IMPORTANCE OF BEING COMPATIBLE

Dear Bri

I've got a problem. I have an Excelerator+ disk drive and the problem is that when I try to load Defender Of The Grown and Steatth Fighter, the programs crash. I've heard that the load routines the programs use are incompatible with the drive, so I was wondering if there's a way around this with a routine or a couple of pokes?

Peter Flynn, Low Hill, Wolverhampton.

It reminds me of a problem some people were having with the game Retrograde, in that all three are heavy multiloads (even on disk) and so a problem with the supposedly 'compatible' E+ crops up. The solution involves loading the main code directly, but since I've not got the games or the disk drive in question I can't help. If anyone else can, contact at me at the C-FORCE

Brion

BOTTOM
OF THE
CLASS
Dear Tech-Head,
I have started writing a Desk Top

I have started writing a Desk To program but so far all I have written is the menu. I want the program to include a word processor, a database and a program that shows information on a bar graph.

1) Please could you tell me how to write a word processor in BASIC?
How do you type freely on the screen without getting a Syntax Error? I think I need to use a Get or input statement, but I am not sure.

Also, could you send me a
Basic database and/or bar graph
program that lets you enter
information while it is running and
not have to put it in data statements?

2) What are the advantages and
disadvantages of programming in
machine code? I have no idea how to
start programming in it. Do all the
keywords like print, input, goto elc
change in any way?

3) If Tuse POKE 204,0 to turn the
cursor off during a GET statement.

3) If fuse POKE 204,0 to turn the cursor off during a GET statement, moving the cursor or pressing space or return white the cursor is on screen, it leaves itself behind. Is there anyway or stopping this?

Mark Dyor, Lowestoff, Suffolk

Ten out of ten for writing to me here at COMMODORE FORCE with your problem, but you get no marks for asking me to send you programs. I WILL NOT WRITE OR SEND WHOLE PROGRAMS, even if you send me a tape.

1) My advice to you is not to attempt writing such a complex program in BASIC. It may be very rewarding, but the end result would be slow and not worth the effort. I recommend

the Mini Office 2
set of utilities by
Database Software,
which will do all the
things you want plus
whole lot more.
2) The greatest

advantage is speed since every single command of every line of a basic program has to be interpreted into machine code befor it can be executed. The

disadvantage is learning the 240 mnemonics in all their different forms, but you have greater control over what happens when your program is working. To learn machine code you need at least a machine code monitor and a decent book, such as Machine Language for the Commodore 64 and other Commodore computers by Jim

Butterfield

3) here's the line you need to use immediately after the Get statement:

10 (/ Peek (207) THEN GOTO 10 20 POKE264.1

The tirst line MUST goto itself; if simply walts until the cursor would normally be off before poking 204, o start it blinking again.



In time-honoured taisnion, I II answer the

questons in reverse proer! 4) Machine dode is not listed i te a BASIC program you need a machine code monitor or a disassembler that turns the numbers in the immembride that are easier to

 Joystoks can be read as follows: JY=PEEK 56320) for Port 2 or J K=PEEK (58321) for Port t

JY=15- JYAND15

The directions are as follows:

0 = none

2 = down

4 - left

5 = up & left

6 = down & left

8 = ngnt

9 = up & right

10 = down & right

If FB is 16, then the fire button has been pressed

Designing multi-coloured sprites using BASIC (le by typing in DATA statements) is too complex to explain here. Send an SAE to DTBS at 413 Manchester Rd, Rochdale Lancashire and ask for the latest catalogue. The item you want is the Commodore Programmer's Reference Guide, which will prove absolutely invaluable.

 ...and includes the program you require to play all three voices at once,

I'm a budding BASIC programmer, so you better give me the answers in BASIC or else!

1) How do you make the SID chip play all three voices at the same time?

2) How do you make multi-colour sprites?

3) Do you need to use machine code to use a joystick in your own games? If so, then how do you do it?

4) Can you LIST machine code? That's all for now. Bye!

Stuart Lang, Rutherglen, Glasgow.

Dear Mighty Brian, I am trying to create a war-management game on my C64-but I can't make it print an input command at the bottom of the screen. How do I poke the co-ordinates, or what am I doing wrong? Another thing is I want to avoid really long lines. I know a lot about BASIC and a little machine code, but I still need a bit of help. Richard Two, Clapham, Bedfordshire. Putting something on screen at specific co-ordinates? Here's a little routine: Note that X is the across co-ordinates in

> For all your techie troubles, write to:

the range 0-39, Y is in the range 0-24 (24 being

Professor Brian Strain COMMODORE FORCE **Europress Impact** Ludlow Shropshire, SY8 1JW

A brief round-up of some of the many letters I received this month:

Q: What disk drive should I buy for my 64? (PS Great mag, keep up the good work)

W @ Morrison, Nothingham

A: The 1541-II disk drive at about £130

brand new would be my ideal choice.

O: How do I transfer my programs on tape to disk?

A: This method will only work with Basic programs. Load one up from tape, then type SAVE program name, 8 where program name is a name describing the program. If can be loaded back with LOAD 'program name', 8 and then RUN.

Q: Can I use the Easy Lives program on COMMODORE FORCE 2 to cheal on the cartridge version of Flimbo's Quest? Randhher Sahoto, Hartlepool

A: Hartlepool may have beaten Crystal palace in the FA Cup, but you can't use listings or Pokes on cartridge games.

Q: Are the following available for the 647

A bar code reader

Simon's BASIC 2)

3) The Music maker keyboard

A colour printer

PS Keep up the good work.

A:

1)

Theoretically yes, actually no! Contact DTBS (address elsewhere) 2)

Try the classified ads of your local 3)

4) Go for the Star Package from Datel, as advertised in COMMODORE FORCE!

POKE

781,Y:POKE782,X:POKE783,0:SYS65520

This uses a built-in Kernal routine to move the cursor, and should be followed immediately by your print/input statement. On the subject of long lines, they are actually better than short lines. By using colons to separate on a line, you use less memory. Note that you should be careful with IF THEN statements as any commands after it will only be carried out if the comparison is true.

I'd like to say a big hi to Jon Scally of Ayrshire and Mr CJ Newman of Peterborough whose letters were among the many I received but didn't publish this month. SYNM, ST, SM — See you next month, same time, same magazine!

Another month, another outro... If you write to any of the companies mentioned in this column, follow these simple rules;

Include your name and address

2) Enclose a stamped envelope with your address on it

Say 'Your company was

recommended by professor Brian Strain's column in COMMODORE FORCE magazine!

Rollin' down highway 64, MILES 'KING OF THE ROAD' GUTTERY shifts into overdrive in his ongoing quest for new releases, with CHRIS 'RING OF THE TOAD' HAYWARD arriving right on cue...

dimin

GUE

Code Masters

ingily-lit rooms, smokey air, plenty of beer and tatty, warped tables — the

COMMODORE
FORCE office? No,
your average pub
with a pool table,
You're a hotshol

kid with serious street cred. You've got the looks, you're wearing the right clothes, and your cue would put the trembles up any local hustler. Knocking balls around a table isn't taken lightly in your neighbourhood, it's not a holoby it's a way of life!

Cue Boy, CodeMaster's Interpretation of the spon, promises every aspect of pool (except the dingy lit rooms, smokey air, banana-shaped cues, etc). Strength of shot, cue positioning, fouls and many more realistic elements are all there. The table's viewed from above and features a little bloke running around indicating



where the computer opponents ball is going to head. There's the added bonus of a two-player option, so couples can see who can pull off the best ball spin or the deepest screw shot and still manage to retain a straight face — you certainly won't when you see the Codie's sports presenter, a big-nosed oik with a gormless expression permanently glued to his face!

Cue Boy will soon be released on the Super Sports Challenge compilation, which also features three older games — will it break the playability frames or plummet down the nearest pocket? Chalk up, polish your lengthy hickory stick and take a pot-shot at our review next month!





Codemasters



f you prefer getting from A to B on two wheels, there's no reason to feel left out. CodeMasters are set to release their biking game International Speedway very soot. Rev up your bike all roar around the circuit, the crowd yelling their support from the stands.

You start out as



Zeppelin

big howdy to all you roadsters out there on your ears an' gimme a big 10-4. Smot into next issue, y'all be pleased to hear, new steel-strung road-racer from Zeppelin. You probably tell from the title this ain't no simple rac game — the other cars are out for blood! Your othance is to bash 'em before they bash you (so like your driving, Miles — Dep Ed), Sustain too much damage yourself, and it's time to see if you pit mechanics can patch up your machine.

young hopeful. First you must qualify for the National Championships by finishing top of the qualifying division. Succeed, and it's onto National, Continental and finally World championships, glory, wealth, lurry avocados with mint sherbet centres, etc.

It's another 3D behind the bike effort which should appeal to arcadesters fed up with Turbo Outrun and Power Drift and looking for a new drive-em-up. The sprites are excellent and we're promised that overall bike control and animation will be just as good. It remains to be seen whether or not you get a realistic feeling of speed (no brakes, remember ...). In the meantime.



If it's good we'll tell you straight, In Issue Five, so make a date, The place is here, the time is now, Applies, trousers, insects, bearded lemon people.





Played in classic Super Sprint style, each track is viewed from above on a single screen with tiny cars screeching round at a good rate of knots The additional actions element should improve the age-old formula rno end, and with a strategy element in deciding when to make your pit-stops, a little thought goes a long way. In other words, prepare yourself to: come serious rubberburning action - soon. But remember don't you go spending all yyour cash just yet - wait for the truth behind tithe blurb in Commodore Forcel

Flair s there anybody

out there who hasn't had a Troll from their boyfriend or girlfriend as a token of affection? These omnipresent hairy horrors have become a symbol of young love, which is strange when you consider how staggeringly ugly they are (and I thought

Don King looked bad). They come in many shapes and sizes, but all have pot-bellies and uniformly silly hairstyles.

In a fit of fluffy romanticism, Flair Software have

snatched the rights to produce a computer game based around the Trolls. If this conjures up an image of colourful, cutesy platform antics you're spot-on because that's exactly the game design Flair plumbed for.

You play a toy troll (they called 'em 'gonks' in my day - Dep Ed), who comes to life on the stroke of twelve midnight to rescue umpteen baby trolls scattered throughout the game. On your travels you meet friendly elephants, lucky white rabbits, and a multitude of less pleasant

characters.

As well as this there are sub-levels at the end of each world, some good and some bad. Bonus levels (excellent) and bogus levels (most extraineous dude). Look out for the weird devices and brilliant touches, such as the yo-yo - when you've found it, you can throw it at walls and roofs and swing on it Batman The Movie-style, reaching previously inaccessible areas. Look out for hidden platforms too.

We've seen the Amiga version and it looks and plays like a dream. There's no reason why the good old C64 version shouldn't be just as

fast and furious...



Yes miss Li, your verrucas really are quita nauseous - but your leg of that angle as l'en getting eyeful.



If comes into its own — choose your characters and kick merry hell out of each other. There's a

allowing a novice to contest a slightly more ever

fighting under their belt. It's also good for a yuk

or two if you sabotage your opponents character while they're out of the room (snigger).

When Nintendo (spit) converted the arcade original to the SNES, their marketing machine

really went into overdrive. Within weeks, SF II

became as essential to street cred as a pair of 501's and a copy of COMMODORE FORCE

under your arm. Because of the publicity, the

original Street Fighter game shot to the top of

our very own Commodore charts despite being

became the best-known video game since Space Invaders, and being able to complete it

helpful handicap feature which affects how

much damage each player's punches inflict,

brawl against someone with hours of street-



You've heard the hype. You've listened to scores of SNES owners saying how good their version is (but neglecting to mention the £65 price tag). You've written countless letters to Lloyd asking when it's gonna hit the C64. Well here it is, but is it any good? MILES 'DON'T BELIEVE THE HYPE' **GUTTERY** tells it like it is...

i's here at last! The most heavily marketed. loudly talked-about and generally most ubiquitous game in history — the C64 welcomes Street Fighter III

Feel free to skip this bit, but for the benefit of George Mugglethorpe in Plymouth who hasn't a clue what SF It's all about, I'll furnish you with the facts in a tasteful and understated peach hue. The sequel to Street Fighter (quelle surprise), the Capcom arcade machine was a beat-'em-up extravaganza, featuring huge sprites and a range

of radical moves never before seen in a fight game, as well as gorgeous graphics and great two-player head-to-head battles

All twelve of the coin-op's fearsome characters have had their muscle-bound hides squeezed into the conversion, complete with the special moves that set the original apart from the vast universe of past beat-'em-ups. Ryu has his Dragon Punch. Gulle's Sonic Boom's a real 'stunner' and the mighty Blanka's tactics are shocking. Not forgetting, of course, E Honda the Sumo wrestler. Dhalsim the Yoga master, Zangief the big Russian, Ken the arrogant twerp and Chun Li the

When the game's loaded you pick your fighter. There are eight to choose from, each with their own strengths and weaknesses. After making your selection you get a brief profile of that character including height, weight, age and a list of his or her special abilities.

utt-Kicking

In one-player tournament mode the ultimate aim is to become street fighting champion and win the much-coveted title of World Warrior. Select your character, then travel to your opponent's home country. You must take on and beat seven other challengers before going up against the Grand Masters, the most formidable street fighters in the world. Your previous fights are a picnic compared to these blood-curdling contests, and there can only be one winner!

Of course, you can only get so much satisfaction from wiping the computer all over the floor. The awesome two-player mode is where SF

RYU - A pure warrior and pupil of the master Sheng Long. A born wanderer, he has no family, no home and no friends.





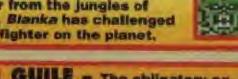
In the wake of all this, it was inevitable that SF II would make it across the formats and cash in on the razzmatazz generated (It's interesting to note our Spectrum-owning buddies are

getting it too - Dep Ed).

a distinctly dingy offering.

Ever since the N-FORCE team (ace Europress mag for Nintendo owners) got hold of the SNES version it's been a nightmare down by the office coffee machine. You can't even say 'good morning' without being told how they KO'd Blanka with a spinning pile driver inside 8 seconds, or beat M Bison without even taking a hit, only stopping to comment on how it'd never work on. the Commodore. The imminent arrival of the C64 version was anticipated with some

BLANKA - A bizarre fighter from the jungles of Brazil, Blanka has challenged every fighter on the planet.





EDMOND HONDA

Honda claims Sumo wrestiers are the best fighters in the world, and intends to prove it!



GUILE - The obligatory exsquaddle, Guile was a member of the elite Special Forces. A brilliant fighter!



(below) The ancient Sume tradition of punching your loved ones lights out. E. Honds also looks like some of Miles's ex-girlfriends.



tropidation by our good selves, and on loading, our lears were realised. Gone are the scrolling backdrops - each bout takes place on a singlescreen playing area. It does scroll (very slightly) vertically when a character performs a high leap. but by so little you hardly notice. Each fighter's special moves are accessed via a combination of joystick directions followed by hitting fire. These are tricky to master, and it hardly seems worth it when you can beat any of the computer opponents by pushing the stick lowards them and repeatedly jabbing fire. Even with two players it's not much better, with unresponsive controls reducing most contests to 'who can press the fire button quickest' sessions.

The whole game was obviously put logether in a rush to make sure if hit the shelves before the hype was forgotten. Consequently it still has glaring programming errors, eg computer characters sometimes climb onto scenery which isn't actually there, and the game occasionally pauses itself at the most inopportune moments. The graphics are colourful and detailed, but so poorly thought out for the most part they just look a

To their credit, the programmers crammed as many of the arcade's features as possible into the C64 version, but unfortunately they don't appear to have been given enough time Despite this review it'll sell like crazy, which is unfortunate there are plenty of

better fight games about



KEN - Another of Sheng Long's pupils, Ken's a natural athlete. Sadly he also has a huge chip on his shoulder.



CHUN LI - Chun Li Is out for revenge. She's searching for her father's killer, and thinks he's a Grand Master.



 I wasn't too critical whilst waiting for this game to appear some laughed at the thought of the trusting C64 version, while others expected it to be startlingly similar to the SNES. Graphics-wise it's pretty much as I expected for an eight-bitter. The sprites (though a weeny bit small) move really fast and I'm astounded at the amount of special moves included, but there's a long list of problems. Two really bad programming faults rear their ugly heads - the game pauses on its own and computer opponents leap in the air and end up on top of the background scenery. Very poor! The backdrop during the Vegas fight is quite harrowing, and singles competition is truly deplorable (easily completed on the first attempt). It'll sell thousands on the hype alone but, with the faults left in, it's a licence without a game.



When you're a Jet you're a Jet! What? Nobody remembers West Side Story? Bah!

ZANGIEF - A fierce patriot, Zangiel fights for both his country and himself. A fearless and brutal warrior.





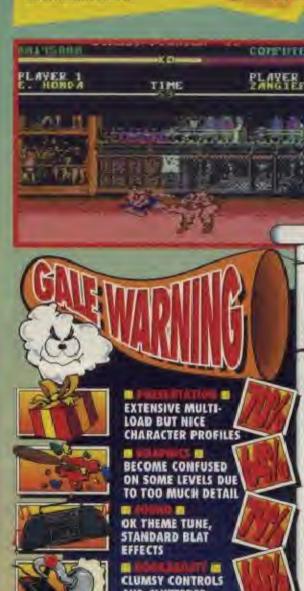
DMALISM - Having devoted his life to Yoga Dhalism can after his height and weight to suit himself.

 Ho hum... after all the Onypernola (Lloyd's lent me his Lang-Ward Dictionary) Street Fighter if's just enother beat-lim-up reasonably competent, but definitely unremarkable.

A common fault with pixilated pugillams is the one-move-kills-all syndrome, where continuously repeating a single action effortlessly deteats all computer opponents. SF II firmly steps in that particular pile of doggy droppings, producing a game you can complete on your first go in one-player mode. It's better bashing a buddy, but even then it's nothing special and nowhere near as good as the older (and cheaper) International Karate +.

No game could live up to this amount of hype, but SF II doesn't even come close. If it sells by the bucket-load as expected there'll be a load of disappointed Commodore

chums out there!



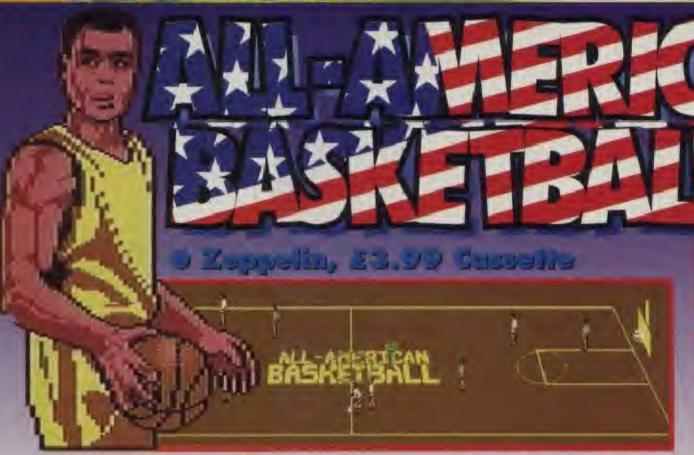


AND CLUTTERED GRAPHICS

TOO EASY IN ONE

PLAYER, DULL WITH

C-FORCE No.4 # APRIL 1993



The crowd roars, the leaders cheer, and CHRIS 'BASKET CASE' HAYWARD slams, dunks and apple bobs his way to stardom (and then starts to dribble)...



mericans like their sports huge, hyped and ludicrously loud. If the rules aren't complex the nation isn't satisfied. All participants must be built like re-enforced buildozers, and teams of girlies must flounce their limbs whilst clutching two large clumps of tassely wool. In typical American style it isn't the taking part that matters, it's the winning that counts!

Basketball is, apparently, the largest sport in the world. It's a game where monstrous height and a pair of foolishly overpriced trainers can make all the difference. Not content with being named after their city titles, the yanks like to add more fitting entitlements like the LA Lakers. Chicago Bulls, Boston Stranglers etc though behind the pretence and charade the sole aim is to bounce a ball around, get it through a net and then strut around high fiving. Zeppelin's newy tries (note the word tries) to capture the essence of this gliory splattered sport, but ends up in a hoop-less mess.

Tip Off And Die

Before you can furch into the tip-off, you need to shovel your way through the option-staturated selection screens (I'm being highly sarcastic of course) where you choose what team you control, the colour of your strip and game type (single match or Tournament). When these arduous specifications are set it's on to the court to get shootin' those hoops. Yes, the court - now there's a topic for discussion. The entire play area is brown with yellow lines. No hoardings, no revelling crowd, nothing. If the playability's better than the graphics all should be dandy, but what lies before us is a very cheap looking basketball 'simulation'. The inlay card promises many exciting features, but as expected the myriad of options are missing. Where oh where was the ability to 'dunk' the ball as stated? My interpretation of 'dunking' is sprinting up to the net, leaping 40ft in the air, powering the ball through the mesh and swinging about on the ring like a hapless orang-utang. The sprites have no intention of sprinting (lifting a leg seems too much trouble let alone jumping!), the ball by-passes the net when you score and they wouldn't swing around even if able, they're all too busy deciding who should go and pick up the ball. Deciphering shot strength is implausible and the ball runs out of play far to quickly. Thankfully at least some of the game's accurate. The three-second rule is imposed, le if a player stays in the opposing side's basket box then a penalty shot is awarded. It would be all well and good if it was possible to score from this position, but it's not. When it comes to basketball, you may as well go to your nearest leisure centre than purchase this. You'll have more amusement, more dunks and the chance to score - not just baskets, but with a babe and her



DOM-

mounts as the white team take posession of the ball and wobble off to the left...

Excitement

 Odd! Didn't we review this a white age? Strange, where have the goal-posts gone? Why has my player picked the ball up? Funniest game of football I've ever seen. Wait a minute - it's basketbail! Almost identical to Zeppelin's earlier release International 5-A-Side Soccer in design and graphics, they obviously think they have a winning formula. They haven'tthis is a deeply unentertaining bash at the sport. Ball movement is totally unconvincing and strategies are very limited. Either zigzag your way up the pitch (and probably get tackled) or just chuck the ball as far as you can, and hope it goes to

EASY TO USE MENU BUT FEW OPTIONS

one of your players. Well_

crumby!

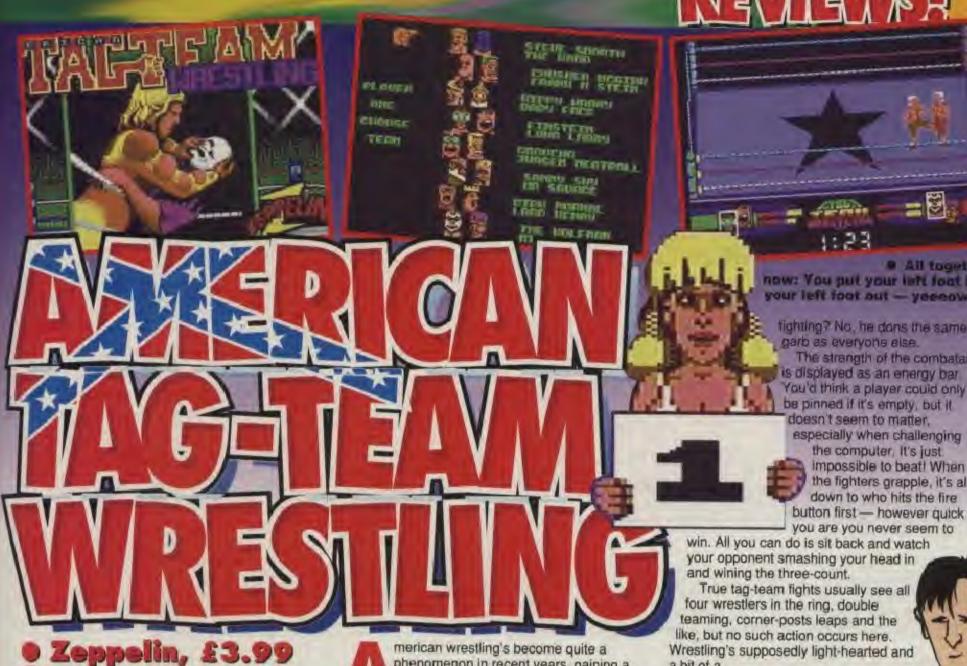
SPARSE COLOUR, AND TERRIBLE ANIMATION

BLIB BLOB — IS THAT SUPPOSED TO BE A BALL?

QUICK, PULL THE PLUG!

DON'T PUT YOUR DOSH IN THIS BASKET.

FORGE Y



e Zeppelin, £3.99 Cassette

Ladies and gentlemen, making his way down the aisle, weighing in at 11 stones 3 pebbles, the undefeated champion of very little - CHRIS 'PAPERWEIGHT' HAYWARD!

 Let's face II, bestm-ups are generally useless. Final Fight, Final Blow. Wrestling Superstars, Double Dragon. the list of pathelic pugilisms is almost endless. With American Tag-Team Wrestling, the list gets one game longer. Featuring about as much variety as the speaking clock, it avoids the one-move-beats-all trap by being darnn-near impossible. However hard you try, you never seem to win a grapple! The overall impression is that it was rushed out to cash in on the WWF craze, allowing little time for trivia like playtesting. On the plus

side there's no waggling

involved; pity there's no game

either!

phenomenon in recent years, gaining a massive following on both sides of the pond. Little old ladies and spotty-faced youngsters make up the majority of supporters, all screaming and jeering as two blokes sweat, scream and jeer back.

The rules are straightforward; simply batter your fellow behemoth to the canvas then lie on top of him until the ref counts to three. When competing you have to make it look real, so if you've a strong talent in the theatrical arts you're halfway there already. Wrestlers also need a vast knowledge of holds and charades. What match would be complete without a figure-four leg lock (intertwining limbs), a brutal headlock (intertwining brain cells) and a piledriver (intertwining hemorrhoids)? Finally, you need your own style a gimmick, a trait that sets you apart from other gap-toothed uglies. This could be a glittering cape, a pair of shades, or you could opt for a more obscure device like clutching a satchel of loganberries (that'd be my trademark anyway).

It's A Fix!

Being a tag-team game, you'd expect your tag partner to be on the ring apron, wouldn't you? Well, he ain't! You're only aware of his presence when you make the tag - the sprite crudely changes shape and colour and becomes the other fighter. How unsatisfying. The moves are very limited, with no special throws or skull-cracking kicks. In fact, the majority of the graphics; pardon me, all the graphics look like they're made of Duplo Bricks. Each wrestler appears identical apart from the colour of their hair and tights (which, incidentally, resemble a pair of 1940s football shorts). One brute's called 'The Hood cos he wears a balaclava. Does he wear it when

fighting? No, he dons the same garb as everyone else. The strength of the combata is displayed as an energy bar You'd think a player could only be pinned if it's empty, but it doesn't seem to matter.

> especially when challenging the computer, It's just. impossible to beat! When the fighters grapple, it's al down to who hits the fire button first - however guick you are you never seem to

win. All you can do is sit back and watch your opponent smashing your head in and wining the three-count.

True tag-team fights usually see all four wrestlers in the ring, double teaming, corner-posts leaps and the like, but no such action occurs here. Wrestling's supposedly light-hearted and a bit of a

chortle laugh?



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C-FORCE No.4 MARCH 1993



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o GBH Gold, £4.99 Cassotte

Axes clash, swords are crossed, mighty spells are chanted in sepulchral voices, and... dice are rolled? IAN 'IN FOUR MINDS' OSBORNE checks out a role-playing game for the masses...



ight, let's get one thing clear right from the start. Although I've played the computer version to death on several formats, I haven't played the board game at all! I've no idea whether or not the program's (many) flaws are carry-overs from its table-lop incarnation, and to be honest I don't really care — If the computer game's going to cut the mustard it has to stand on its own two feet, and if the programmers reproduced faults from the board game; that's their problem.

Now we've got that sorted let's take a look at the game. Heroquest is a fairly standard computerised role-player, but where its stablemates are often bogged down with complex

Seriously flawed but still eminently playable. Heroquest's a bit of an enigma. With a little more thought and a lot more time, the programmers could've created the ultimate board game-conversion; a

shame, but by no means a disaster.

Pit-falls Include the graphics (bleurght), cursor (awkward) and the fact you can't give items to other players (not even by dropping it and having someone else pick it up!). But the pros outweigh the cons and, despite its shortcomings, il still wouldn't hesitate to recommend it. If you're teeling masochistic you can always check out Gramlin's other board game jobbie, Spacie Crusade, fo see how it should have been done...

puzzles and character stats, Heroquest aims for simplicity and accessibility creating an RPG for the masses.

You choose up to four characters (from a possible FOUR — there's no need to taylor your party to the quest in hand here, folks), an Eli, Wizard. Barbarian and Dwarf. The Barbarian and Dwarf are the best fighters, the Elf's not bad in a scrap and casts spells too, while the Wizard's the best at using magic out a lousy fighter who can't use certain weapons. There are four sets of three spells to choose from, the elf getting one set and the Wizard hogging the rest. These include combat and defense spells, Walk Through Rock, Steep, Veil Of Mist, etc.

On starting a quest (there are 14 in all, which can be attempted in any order), each character gets two dice worth of movement points. You move your man by clicking the pointer on the dungeon floor, or using the arrows at the bottomight of the screen. You can also fight (adjacent squares only for hand-held weapons, along any unobstructed line of fire with missiles) or search for concealed doors, treasure or traps.

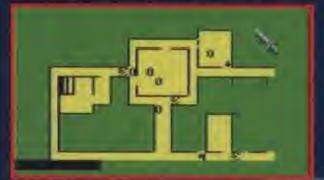
Accumulated treasure can be spent in the between quests weapons shop.

As stated earlier, Heroquest is a game for everyone, not just hardened RPG ers — gone are the endless reams of statistics and complex combat rules, and in their place is a simple-but-effective movement and combat system that's so easy your granny could understand it. Whether this is a boon or a blunder is largely a matter of opinion, but there's no getting away from the fact that Heroquest is seriously flawed.



Take The Flow...

In the interests of simplicity, the programmers haven't included any means of passing objects from character to character (or even dropping them altogether!), so when a character upgrades his equipment he has to keep the old stuff too. Having a couple of warriors hobbling round with the entire contents of Albert Steptoe's tal wagon I can handle. Silly as it is, it doesn't interfere with the game, but when your



Barbarian linds an object only the wizard can use or your elf lies dying while your dwarf has all his hits and two healing potions, it gets senously annoying.

Although the other characters can splash out on bigger, better weapons (no levels of experience here, folks), the wizard (who can't use 'em) has no means of improving himself, and just collects coins like autumn leaves, knowing he can never spend them or pass them on. The monsters could be a little brighter, too — they're far too samey for their own good, and they don't actually move until you're in the same room. By firing your missile weapons through open doorways, you can wipe out loads of them without taking a hit!

All of the above, coupled with lousy graphics and an extremely clumsy menu system, make Heroquest something of a missed

opportunity. It's a tun game and a great introduction to RPGs, but with a bit more spit and polish it could've been a whole lot

GOOD 'SAVE GAME'
& AUTO-MAPPING,
CLUMSY INTERFACE

I DIDN'T THINK IT LOOKED THIS BAD ON THE COMMODORE

> MINIMALISTIC BUT FUNCTIONAL — DOES ITS JOB

LUCKILY, IT PLAYS A LOT BETTER THAN IT LOOKS

CAN'T PUT IT DOWN
'TIL YOU FINISH IT,
IT'S A LITTLE FASY

FORGE (V)

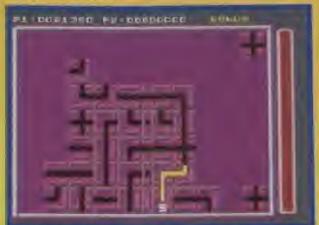
C-FORCE No.4 B APRIL 100

Touchdown, £5.99 Gussette

Who'd be a plumber? Endless leaks (Steve), annoying drips (Chris) and persistent blockages (lan). MILES 'HANDS ORF ME BALL-COCK' GUTTERY decided to do something about the COMMODORE **FORCE** irrigation problem once and for all...

orget the Blob, commit memories of school semolina to the back of your mind and shove all thoughts about other formless amedba-like horrors in a small tray with a sturdy lid. The flooze is here and it's seeping!

You are the unfortunate check-shirted handyman with the responsibility of constructing an unbroken pipeline to channel the ghastly gunk to safety. The game commences with the screen divided into a grid with a piece of pipe already in place - this is where the floore starts. Additional segments of piping are dropped by a dispenser at the side of the screen. You have thirty seconds before the floroze starts to cruise, so get your construction under way without delay. Pipe segments appear in the dispenser at random, so it's important to plan several moves ahead to avoid getting; yourself stuck Unwanted pieces can be bombed to make way for new sections, but this costs points. Extra point bonuses are obtained for five or more junctions in the metwork, but these require considerable frorethought if you're to get it right. To complete a level you must successfully channel tithe flooze through a certain number of pipee sections (shown at the top of the screen). Anyy further sections simply boost your score.



 By thunder this a looks suspiciously like one of those fableed bonus screens. Quick timing and accuratate positioning is a must!

Sophisticated Sewerage

As you progress through the levels, various hazards are thrown at you. These include sections of pipe already in place which cannot be bombed and blocks on which you can't place your pieces. Not all of these features are hindrances though, eg. a reservoir section slows the progress of the flooze. A level ends when the flooze reaches the end of the pipe and your score is totalled up. Points are deducted for sections of unused pipe, so it's quite possible to complete a level and end up with less points than you started

And there you have it - the unlikely basis for one of the most addictive games of recent times. Graphics are extremely basic yet entirely functional - it just doesn't matter when the playability is of this standard. The darn thing's so easy to play it's almost impossible to get frustrated, but then it's so challenging it keeps you up 'til the early hours. Bonus screens and a password every four levels tops it off perfectly.

If all this wasn't enough, I haven't even mentioned the two player mode yet! Here each player's given their own personal dispenser (corl) and real co-operation is required to do well. If you're really cunning you can replace your opponents pieces when he's not looking to get a higher score. You must be really devious though otherwise you just end up bombing each others pieces willy-nilly and games

become very short. I can't begin to relate how or why Pipemania's so appealing, it just is. Fab with one or two players. The only advice a humble reviewer can offer is go and hunt

down a copy as soon as



Yellow, gooey and very very long. The sewage systems pay the price after a heavy session of advocaat binging.

 What an odd job title a plumber has, I mean, he has involvement with cylindrical (usually dark red) fruits with a hard seed at all. Slopping green slush around in a pipe may not convince you of it's hookability, but believe me. Miles, and everyone else in the office, addictiveness is its main quality. The two-player mode is perfectly executed, each participant blowing the others pipes away to add a tube of their own and get all the points. It's unique, untouchable enjoyment... what more can I say? (Chris looks longfully into the heavens). Well, for addle-brained befuddlers no singlepipe game harnesses as much mind mesmerizing minutes of merriment As puzziers go, arrive disperse its and recommendable to the



highest degree.

NO FRILLS BUT GOOD PASSWORD SYSTEM

LET THE GAME DO THE TALKING

LITTLE TUNELET STARTS EACH LEVEL, ODD GLOOP HOISES

HOLDS YOUR ATTENTION FOR HOURS AT A TIME

LOO. IT TOOK FORWARD TO RAINY NIGHTS INDOORS



CAVIELLE







• Flossy didn't even loo up as the huge battle tank rumbled by...

o Aliemailye Soliware, ES.99 Casselie

Gladiators! The official conversion of the latest in sports entertainment? Nope, it's a regular shoot-'em-up. CHRIS 'OH, BUT JET'S SUCH A BABE' HAYWARD forgets his muscle talk and sticks to his guns...

s ace helicopter pilots go you're one of the aceiest (you're fired — Dep Ed). Your unrivalled air supremacy and steel-gutted bravery has earned you a

Take SWIV, rotate It through 90 degrees. remove the leep and you're left with Gladiators. The most marked difference between the two is that the non-stop blasting action of SWIV is far more satisfying. The action in Gladiators certainly gets furlous, but poor sound effects and graphical 'sameyness' contrive to bring down a promising effort. The severe lack of power-ups is unforgivable and the end of level baddles, though hard to kill, are small and immensely feeble-looking. When you finish a section you want to see a WAAAH, WHAT THE E'@?' enemy who explodes spectacularly into thousands of pieces to a rousing fanfare from a well practised brass band, not an over-excited tadpole. Could (and should) have been better

place in the Gladiator Squadron — the cream of the best aerial tacticians congregate here, and you've already made a name for yourself thanks to your skill during various helf-bent conflicts.

Regular patrols over unconquered lands are part of the Gladiators rostra, and whilst scrutinising a rugged fundra one day a message crackles over the radio. The rasping noise is a frantic cry for help!

A series of small islands have been captured

A series of small islands have been captured by unknown forces, who could prove to be a threat to all mankind. These once calm islands are of great strategic importance, so the Gladiators must wipe out the enemies hardware so the ground forces can move in. Freedom comes at a price, namely horrific warfare and bloodshed. Without thinking (or checking in your rear view mirror) you stam your copter into tifth gear and head out to blow the limbs off your unidentified opponents.

Hang Tough

Gladiators is yet another horizontal shoot-'emup. It's just you, your chopper and one big army. The islands consist of eight sectors, where the only skills required are fast firing and bullet-dodging. Tanks, planes, missiles and boats all must be dealt with and there's only one way — shooting them, no less.

The bottom of the screen depicts the cockpit layout, with altitude dials and read-outs, though this is purely for visual entertainment. One gauge works however: a damage meter which depletes with each hit. If it reaches zero, it's bye bye to a life.

To distinguish itself from the current batch of shoot-em-ups, Gladiators should offer something quite memorable. Yet in comparison to other blasts it's only average. Faults lie not so much in the gameplay but in the plain, almost insipid graphics. The backdrops are virtually identical throughout, with barely any variation in colour. There's no contrast in the end-of-level enemies that materialise, and the power-ups are very un-powerful — I counted only one icon that upgraded the weaponry! Explosions are merely small puffs of smoke, and ravaging a runway of planes while they're on the ground is like watering an allotment; the

craft abruptly turn green like rotting vegetation. As a rule end of level baddies are the best part in a shootie, but the same missile-firing helicopter appeared after every sector, only differing in the speed of its attack.

The cockpit's a neat louch but quite useless if it can't be used. Seasoned blast addicts will soon accomplish the task at hand because the levels are few, the difficulty setting is hardly formidable and over all it's features don't.

poke out far enough. q. 67%















See the green thing? Well that's Rufus. Hang on! The whole screens green!

Droplets of perspiration glistened on her smooth pale brow as she ran her slender fingers softly through his blonde locks, and her breathing became almost imperceptibly quicker. Unfortunately,

MILES 'WORKAHOLIC' **GUTTERY** had to review Alternative's latest release...

ulus is a green, pot-bellied creature of debatable gender. He lives in the enchanted land of Atwicky, a pleasant place indeed. Pleasant, that is, until all it's inhabitants were captured and imprisoned by a couple of very unpleasant witches. Rufus was the only one who evaded the gruesome twosome and now must save his incarcerated friends by finding and unlocking the cages strewn about the game's eight levels. The witches, aware that Rufus is still at (very) large, anticipated his daring rescue attempt and left dozens of nasty demons, vicious Vikings and mad monks patrolling Atwicky's many platforms. To complete a level open all the cages. then make your way to the exit.

Being a bit of a porker. Rufus Isn't exactly built

for daring rescue attempts and would have an impossible task on his hands were it not for the various objects and spells he happens across on his travels. The most important item he must find is the (single) key which opens the cages on each level. Other goodies include air spells which allow our intrepid hero to breathe under water and a selection of weapons for dealing with the demons. Most can be despatched quite easily with any weapon at hand, but some are more powerful than others. For instance, Vikings can only be killed by the axe or with fire. The weapons are (from least to most powerful) spear, zap (1?), axe and fire. Beware though - the baddies are only out of action temporarily) If any of the nasties get the better of ol' Rufus, magic mushrooms collected along the way will top up his energy. Very useful.

Wipe The Flaw

With it's cutesy main sprite and simple platformleaping antics, Magic Rufus could easily have been a fairly jolly affair, able to hold it's head at least at medium height among the current crop of original budget titles. Unfortunately it's got more flaws than an episode of Neighbours. Take character movement - man, is it lethargic! Rufus lumbers around like he's just eaten 12 fried horses. You'd hardly guess he was being pursued by denizens of the underworld. To make matters worse, his 'leaps' are in fact little more than halfhearted skips making moving between platforms ridiculously tricky. One false move and you find yourself plummeting right to the bottom of the chasm you just spent ten minutes climbing out of. As he can't change direction in mid-air, to leap onto a platform Rufus must be standing a reasonable distance away. This makes climbing

steps infuriatingly tricky. Jump onto step, turn around, walk to edge of it, turn back around, jump onto next step, and so on

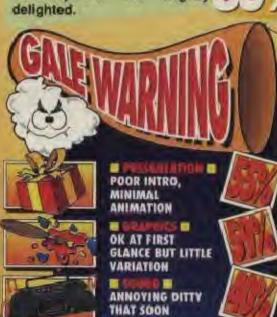
Graphics hardly change at all in general appearance from level to level. making progress tremendously unrewarding. You'd at least expect a change of scenery after slogging through such drabness, In short, I wouldn't recommend Magic Rulus to anyone I might want a lavour off in the future



in a world full of wizards and witches, the last person you'd expect to carry out heroics is Rufus. He's such an unsightly fellow. And predictably, the broad-bellied one's good deeds don't make for a good platformer, no siree! Several factors help dig its grave, the main culprit being the controls. It's so unresponsive. Having to make constant adjustments before jumping a gap of one millimetre is unbelievable.

game needs a complete reconstruction. Every level is graphically identical apart from the mix of two clashing colours which churns the stomach on sight, and as for the difficulty level, woah there! Talk about aggravating. It's terribly worn and jaded as if nobody bothered to playtest the thing at all. Liberating an encaged

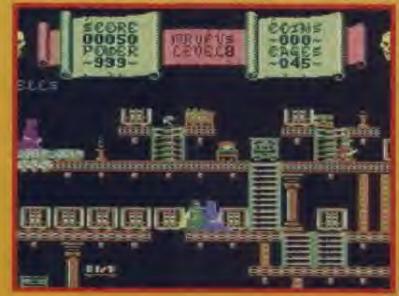
populous has never been such a laborious toll. Miss it you'll be highly delighted.



GRATES GLITCHES QUICKLY BECOME ALL TOO APPARENT

TEDIOUS, TIRESOME, TRUMPET AND







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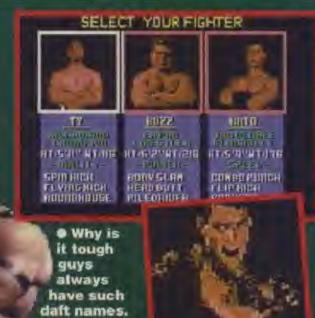
500,000 COMPUTER GAMES

THIS ISNOT P.D. SOFTWARE, ALL GAMES ARE SHOP SURPLUS

56 REVIEWS

• Hit Squad, £3.99 Cassette

Thwack! Smack! Pow!
CHRIS 'CESS PIT'
HAYWARD gets his
kicks by rolling in
the dirt, pursued by
evil, leather clad
women intent on
doing him
bodily harm.
Hey, he's
only
human!



 The big selling point of Withis otherwise 'been there, seen that, done that' coin-op was It's graphics. Digitised from animated piccles of real people, the arcade version was stunning to look at but somewhat less so to play. Obviously the C64 version had to dispense with the graphics and consequently we are left with an an uninspired and uninspiring fight game, incorporating unresponsive controls and very dozy opponents. Dash out and buy this immediately, but only if you're a mad ____ lobster!

ry, Buzz, Kato,

Miles, etc

o 'un son. Nip dam tut shop and get 'ovis loaf wills ya. I'll put tut pigeons in tut loft and 'ed off damt pit.'

Sadly, that was the last sentence that Alf Ferreterrier murmured one typical working man's day. Not only was there another strike at the local mine, but a group of big burly wrestlers had marched in and started stomping on each others intestines. Poor Alf stumbled into the brutal fight, and was just going to complain to the management about working conditions when a barrel was bounced off his cranium, knocking him stone dead. Of course this travesty was ignored by the remaining participants because in the savage 'sport' known as Pit-Fighter, the winner's the person who retains most of their blood and remains standing.

Pit Your Wits...

Before stepping into the gore-stained arena to dislodge your opponents bones, you (and a friend if you wish) select one of three rugged combatants. Unfortunately Alf isn't one of them as he's an imaginary person I invented purely to make the introduction a little novel. The boisterous brutes each have their own lighting style and unique Christian names. For instance there's Buzz, a big wrestler who (as well as having an appalling scent of onions) likes hoisting felons over his head and slamming then down again. Kato dabbles in



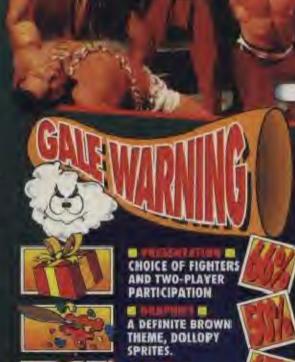
kickboxing and can't resist breaking someone's spine with a flipkick now and then, but Ty is a more reserved fellow. Modestly putting his thoughts of karate championships to the back of his mind, he took up freelance gardening. The old memories of brain-spilling refused to go away, so he stepped back into the pit for a good old punch-up.

When in the battleground you pile into the meanest of foes, huge masked marauders, bare chested knuckleheads and whip-wielding women. Punch, kick, and throw every bad body around (even your optional partner if you want a laugh) to gain the all important necessity of life; money! Extra energy is gained in the form of power pills which are scattered around every so often. It's these replenishments that help keep your player on his toes. Two players compete in a grudge match after every three fights, the first to bash the other down three times receiving a cash bonus. Being a ferocious, callous sort money means everything. You can afford big mansions, swimming pools, private jets and even a bandage for your bruised ribs.

Fighting Chance

place that

I was never a fan of the arcade version of Pit-Fighter. Unlike the majority of coin-up addicts, I thought the digitised graphics moved very sluggishly with the brawling becoming all-too dismal. The graphics are captured brilliantly they're not digitised but they're without doubt very sluggish! The computer opponents casually stroll in one at a time to receive a hard kicking which makes for a very tedious, drawn out beat-'em-up. Granted, the two player punch action is sufferable if only on the strength of the grudge matches, but altogether it doesn't capture the essence of the hailed coin op ... if there was anything to hail in the first



FAVOURABLE

TINKLES, FEW

EFFECTS

SMASHING

... AND UN-

CHALLENGING

BRAINLESS HEADS

OPPONENTS BORE.

SOON GRATES...

Can it he true, two games To A Can it has been a same a can it has been a can it has

£4.99? Is it double the fun or just twice as infwriating? MILES 'DOUBLE OR NOTHING' GUITERY was the only guy prepared to turn Japane:se...

for a mere



THE LAST NINJA

n a mystical oriental land, the evil Shogun and his Samurai warriors live extravagantly and rule with an iron list. The powerful Shogun fears only one thing — the great Ninjutsu brotherhood. Formed centuries earlier, they're the only people who can oppose him. More than anything else, he craves the knowledge and secrets of the Ninja.

Once a year all Ninjas visit the isle of Lin Fen to pay homage at the shrine of the White Ninja. Realising this is when the Ninjutsu are most vulnerable, the Shogun used his powers of evil against the gathered Ninjas, who were wiped but in the resulting slaughter.

• The last ninja to attempt this tricky river crossing took an early bath — stepping stones may break your bones...





Not exactly the Ed's idea of a decent night out in bustling Bangkok...



All except one — Armakuni wasn't allowed to go to Lin Fen. Instead he had to stay at home and guard the Bunkinkan shrine (maybe he was naughty and refused to eat his greens. I don't blame him, those environmentalists always leave a funny taste in the mouth), Having survived the holocaust of his comrades. Armakuni (the last ninja) swore to avenge them.

As Armakuni (surprise surprise), you must hack your way through six levels and 150 screens of ninja arcade-adventure antics in search of revenge. Move around each of the 3D screens, killing enemies and collecting useful objects and weapons, eventually making your way to the Shogun's inner sanctum.

The graphics were showered with praise when it first appeared. Five years on (has it been that long?) they don't have quite the same effect, but still look very good. Gameplay, however, has dated somewhat and tricky joystick control makes progress a little stunted. Despite these gripes. The Last Ninja still deserves a place in your software collection. After all, it was good enough to spawn two



BANGKOK KNIGHTS

hai Boxing is one of the most brutal contact sports in the world — anything goes in this barbaric spectacle. The greatest Thai Boxers in the world are (in the game at least) the Bangkok Knights, formidable adversaries indeed

You play a humble peasant from Thailand whose dream is to share in their glory. Of course you can't just go waltzing into the great Lumpini stadium straight away, you must first prove yourself worthy of the honour. Your first bout takes place in your own village where you learn the rudiments of the sport — succeed here and you're ready to mix it with fougher opponents on the Bangkok streets. Be sure to sharpen up you skills for the challenges to come! If you survive you get to take on the Knights themselves, win, and fame and fortune is yours.

If success in Thai Boxing is this easy to achieve, then someone please get me some boxing gloves! I completed the game on my first attempt, within twenty minutes of loading. It take a couple of bouts to work out the techniques, bu after that none of the computer opponents prese a problem.

As a two-player game this is one of the best beat-'em-ups around. Large, well animated sprites. 8-way scrolling, responsive controls and good array of moves mean that some very satisfying brawls can be achieved. Pity it's so bloomin' easy on your own!



Multi-title budget releases should usually be treated with caution. I'm happy to say this is not the case with this one. These excellent games would be worthy purchases on their own, but together they're a 'must buy'!



C-FORCE No.4 # APRIL 1993



A Terminator review means plenty of pathetic gags and clichés. CHRIS **11'LL BE BACK, FRONT AND** UPSIDE DOWN' HAYWARD says 'Hasta La Vista Baby' while checking a street cred guide to find out what it means...

ollywood's visions of the future never hold much hope for the human race, Dark, dismal and hornfically corrupt cities have potential only for the warped and unjust. These pessimistic predictions make superb sci-fi movie scripts — who could forget the sinister settings in movie classics Blade Runner,

Escape From New York, Hardware and, of course, the effect-laden Terminator 2?

The Commodore interpretation of the famed movie consists of nine levels and four differing gamestyles. The first is a beat-'em-up confrontation, with chunky Arnold swapping punches with the T-1000. You have several 'punch' and 'kick' tactics with which to thwack the evil metallic one until his energy runs dry. This gamestyle is repeated on levels Five and Eight. Level Two sits the Terminator and John Connor on a rugged Harley Davidson, pelting up a vertically-scrolling storm drain with the T-1000 (complete with juggernaut) hot on their heels. Only by avoiding all roadside objects and reaching a low-level bridge can you elude the ardent artic. A later level boasts highly similar gameplay, but with Arnie and company dodging a helicopter while driving a security van - plus ca change! Made of metal though he is, the Terminator can only take so much damage, so watch your energy bar.

In parts Three and Six you must repair Arnold's now battered body. This is achieved by reconstructing the 'ard one's tace and wrist to its original form via a couple of neat little puzzle games. Played against the clock, the bigger percentage of puzzle solved, the higher your energy bar's increased.

Mental Institutions are like maximum security prisons, and in Level Four poor Sarah Connor has the daunting task of escaping from one, armed with just a broomstick! Only by locating the correct route from the maze of litts and doors (and beating up the prowling doctors) can you break tree. Part Seven is similar, but has Arnold pegging around Cyberdyne Laboratories armed with an Uzi and taking on a large SWAT team

Surviving all nine levels is essential. If you tail in your bid to stop the T-1000. There'll be no one to mash the metal muthas into the ground after the impending apocalypse, but then I'm sure you've all seen the film and know all this anyway.

The presentation on 72s very commendable. The introduction and between-level screens are excellent, being both atmospheric and graphically



Arnie and the terrible T-1000 take a break from fighting in order to practice their jiving - whoa yeah, let's dance!

formed of varied levels, but it's also kind of risky as in most cases some levels are great while others leave a lot to be desired. This syndrome applies to T2, except none of the levels are up to much, the beat-'em-up screens are well below p with only a simple selection of moves on offer, and the driving scenes are appalling. In the film the T-1000 could stretch and mutate his limbs, b this is virtually ignored in the game. I thought this idea had lots of potential, but obviously the programmers didn't think the accuracy of the conversion was of any importance. The graphics look nothing like their movie counterparts especially Sarah Conner's - where's the girl's nose? The scrolling road levels require no skill: just memorise the course layout so you don't crash. The puzzle sections are good, but only to a few goes - you soon adopt an apathetic attitude toward gaining energy, and the real terminator of play is the supply of lives. Just one Yes, only one life throughout, with no continues, no credits, nothing, If it was easier it would help, but days of practice are needed to get past Level Two alone, and dying

sound. It's always pleasing to see an entire gam

frustrating. It's worth your attention, but it's difficulty



after completing a tough

makes it

a load it

or 'leave

it' game

section is nothing short of

DON'T EXPECT ANY STUNNING FILM VISUALS

MUSIC'S A HUM AND THE FX ARE PLAIN HUM-DRUM

ADDICTIVE UNTIL YOU ENCOUNTER A TRICKY BIT

"I'LL BE BACK" SCREAMS ARNIE I DOUBT IT...





world who thought 12

(the movie) was a bit of a let-down? The first film blew it out of the water: Equally well received at the time was Ocean's computer interpretation, but again I can't quite see why. Okay, so the presentation's outstanding but the game sections are uniformly

The mix of maze, racing, puzzle and beat-em-up elements is a good one, but none have been implemented to anywhere near their fullest. At full price T2 was tar too dear for what it offered, but did well on the strength of the license. 'I'll be back!', screamed the packaging, and now it is - on budget rerelease. With the kerfuffle generated by the film having dled down,

however, it struggles to find favour as a stand-alone geme Not dire, just not very good

Tally ho, and chocks away! Reach for the skies, look out for your kite and beware of the Hun in the sun. Flight sims come and go, but aeroplane clichés never change, as IAN 'BIGGLES' **OSBORNE** discovers...

ou don't see too many flight sims on the good old C64 nowadays. Plenty of platformers, budget blasters, arcade adventures and dud film licenses, but serious simulations are remarkably thin on the ground. If you've already read our ace feature (and if not, why not?) you'll know some of the aviation antics of the past scorched home with flying colours, but what about these two?

here's a lot to be said for games featuring older kites. No guided missiles, no radar scanners, no chaff to release when the going gets ho! - just good, honest doglighting. Spitfire 40 almost makes the grade, but (like it's aeronautic Inspiration) is showing its age performance-wise.

As you can see from the screenshots, the graphics are basic to say the least. What you can't see, though, is the update - It's slower than a Sinclair C5 with a flat battery! This makes il difficult not to oversteer, as you end up centring the joystick before the screen's finished updating. Worse still, there's no time accelerator, so flying from A to B takes ages - get that kettle on, you'll need it! Having separate screens for cookpit and control panel views is a little odd, too.

On the 'plus' side the flight mechanics are pretty good, but while winging my way through an empty sky like an elephant on a pogo stick I couldn't help wishing I was playing one of the better flight sims from this month's feature





Look out! Bandits are coming at two o' clock, yikes! Pretend we're not in!



ow this is more like it - a lot more care and attention has been lavished on Strike Force Harrier, and it shows.

Set in war-torn Central Europe (before the Sovi Bloc collapsed), your task is to take out the Warsa Pact HO deep in occupied Germany. Graphics are crisp and clear - the ground's a little sparse, but too much detail would kill the frame update.

I never understand how some reviewers can make categorical statements about a plane's realism. Personally I've never flown a Harrier so can't be certain regarding its handling qualities, but it feels reasonable enough to me. The controls are a little heavy (the Harner Jump-Jet) supposed to be one of the world's most manoeuvrable planes after all), but given the limitations of the home computer it doesn't do a

Like most complex sims, you need to persevere if you're to master the controls (this isn't G-LOC after all), but if you're prepared to stick at it you should find it quite rewarding. There are better flight sims on the C64 (If you can find 'eml), but Strike Force Harner's a

worthy purchase in its own right.

either of the games on offer are particularly outstanding, but look at the price! Personal I'd rather pay the extra and get a really good sim (you'll be playing it for ages after all) but the choice isyours.





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Pitfire 40 Cockpit Contro

60 REVIEWS

EMINATIONAL SOCCER

O Touchdoung, 43.00 Cassons



Today's special guest is that squeaky bloke who used to be on A Question Of Sport. Is the game that bears his name worthy of a place in the first team, or will it end up in the reserves? MILES 'DAVID COLEMAN'S CHUNKY SWEATER' GUTTERY is asking the questions...

mlyn Hughes... 'I know it, I know it, I know it
— no, it's gone!' I really can't remember
what he did for a living before becoming a
Question Of Sport celebrity — perhaps this game
will give me a few clues. Oh yes, Emlyn Hughes
International Soccer. He programmed C64 sports
sims! EHIS is one of the most celebrated soccer
games ever to hit the Commodore, but (unlike A
Question of Sport) has it stood the test of time?

After loading, the first thing that hits you is the number of options available, accessed via a series of pull-down menus. Almost every aspect of the game can be tweaked. Match duration can be anything from a minute each way to a full (real-time) 90-minute match. You can even have two



• "For two points then, Emiye, can you identify the goal-scorer...?" "Er, hee hee!"

players learning up against the computer, making real rearmwork essential. There are ten skill levels on offer, so you won't whop the computer for some time.

You can change the colour of team strips, pitch markings and even the playing surface itself. It's advisable to go for green on the latter, as a red pitch is a garish eyesore.

It's A Game Of Two Halves...

There are eight teams, any number of which can be human-controlled. Also, all team and player names and individual skills can be changed to suit your requirements. When you're satisfied with these, you choose the kind of match you want. Play a friendly, start a league (and choose the teams to be involved), go for a cup competition or begin a full season with home and away matches and a cup included. There's even a save game option.

A management element is also present, so you must rest your best players from time to time as they pick up knocks at quite an alarming rate.

With its wealth of customisable features, Emlyn is one of the best-presented footy games around. With its easy-to-use menus there's hardly an aspect of the game you can't adjust.

But, alas, even EHIS has its faults — this is the bit I've been putting off for the last couple of paragraphs. Call me a bluff old party pooper if you like, but in my humble opinion it's a tad overrated. Sluggish movement and unresponsive controls can be off-putting at first. Keep at it, though, and your pattence is rewarded — unlike many football games it's actually possible to string together passing movements rather than just hitting and hoping. This makes play a lot more satisfying when mastered.

Looking not unlike the ancient International Soccer, EHIS is a far more sophisticated game with plenty of kick strengths and directions available. It's probably the most realistic simulation of the sport on the C64, but it's not a game that will appeal to

every-

Cour Colo 11 1 1 1 1 1 1 Audiogenic 12

QUIND!

 I can't say I've seen one really good footy game on the dore yet, Just because Emiya Hughes is better than most, it doesn't mean it's a good release. Originally it revelled in preise, earning 90%-plus in some mags, but in my opinion it's unworthy of the acciaim. True, there's an abundance of options to wade through, but the gameplay's a messy blotch on the programmer's curriculum vitae. Controlling player is really tricky and I totally disagree with Miles concerning passing shots, and scoring goals is nothing more than a lurching shuffle. The 'keepers roll across the grass and fail to stand up correctly, allowing the forward to walk the ball over the line. If you're a fanatic about the game, then you can't go far wrong

with the half-tolerable Microprose Soccer — it's not tantastic, but it surpasses , this barren charade.





think hard-working Americans pay good money to watch this! They must be completely batty...







• Hit Squad, £3.99 Cassette

The WORLD Series?
Where, pray tell, are the foreign teams? CHRIS
'BLIND PATRIOT' HAYWARD tucks his trousers into his socks, puts his hat on sideways, climbs onto a mound then apologises to the mole...

in school PE classes. Not only could in school PE classes. Not only could you smash the ball off the field and into the garden next door, but you could also chat up your favourite git on second post. Muck up the rules, dress like a morris dancer and take away the women (killjoys) and you're left with baseball.

The sport consists of two learns amassing points by sprinting round four bases, scores being awarded for getting back to home base. Like cricket, one team felds and the other bats, swapping over when the batting team are all out.

The screen's divided into three vertical strips, the middle section bein) a behind-the-batting square view, showing the current batsman with the pitcher in front of hin. Shots of the other two bases are displayed either side. Should your batsman hit the ball, the viewpoint changes, showing the entire stadum, and follows the ball trajectory with a small dagram of base positions inset. There are three vays in which the fielding side can dismiss a batsman or runner:

- Causing the batsman to miss the ball three times.
- 2. Catching the ball before it hits the ground.
- Getting the ball to a base before a runner.

Head-Scratchin' Ball Bashing

To saleguard a winning score you have several time-outs, used to stop the clock and change team members — this is of a high strategic importance because pitchers lire after constant ball-bunging, and feeble throws of 30mph don't do your team any credit.

This isn't as difficult as it sounds. If you're unsure of the scoring system, or anything else to do with baseball, no worries — playing RBI 2 is a doddle. Actually hitting the ball takes practice, but that's half the fun. It's quite an achievement walloping a ball into the crowd for a home run, even if the ceremonial fireworks are just a few paltry pixels. There are lots of features to find and explore, such as stealing bases and making substitutions at the right time.

In comparison to the all-time classic Hardball, RBI 2 fares quite well. True, it hasn't got the depth of options and, while the graphics are functional the sound's pretty awful... but it's a lot easier to get into and understand. I found actually smacking the ball a

tot easier than in the aforementioned game, which in my book makes it more enjoyable. Both one and two player matches provide hours of bat-swinging fun for both tans

sport and seasoned 64ers

of the





The excellent Hardball with all its management options and great player animation has always been the one to beat and I'm sorry to say RBI 2 falls short of the mark. Because It's easier to play it seems rather good at first, but things are a little too shallow and simplistic to keep you swinging for long. An okay stab, but it wouldn't

make the World Series due to serious weaknesses in key positions.





C-FORCE No.4 # APRIL 1993

Who says variety is the spice of life? The Codies obviously do, as they've released sixteen of their older arcade bashes on one mountainous compilation — so what's the COMMODORE FORCE judgement? The court is now in session, with MILES 'BARMY WIG' GUTTERY presiding...



© CodeMasters, £14.99 Cassette GUARDIAN ANGEL

First Impressions of this horizontally-scrolling beat-em-up aren't very good, but after a few plays an exceptionally poor game is revealed. The shaded monochrome graphics look frighteningly Spectrumesque, and most baddies are easily despatched, lulling you into a false sense of security — when you're set upon by about six of the gits escape is nigh-on impossible. Frustrating? Yes! Later on rogue fork-lifts and chainsaw-wielding maniacs join the action, though personally I'd stay at home.

KAMIKAZE

At last — a shoot-em-up where the aim's to crash! I'm a natural... Typically cheap and cheerful, the idea is to fly over a building where hostages are held and crash into it so they can escape, avoiding or shooting enemies on the way. The game is full of humorous touches, eg when you shoot a paratrooper he hovers in mid-air flapping his arms before plummeting to his death.

Simple, colourful fun!

MIG 29

Who said 'Afterburner rip-off?' Well it couldn't be any worse than the official conversion, could it? In a word, NO, but it's still not much cop. Endless, samey baddles, constant fire-and-dodgs gameplay... enthralling it isn't.

Control's a bit dodgy too. Pulling back on the joystick causes you to dive while pushing lonvard's a climb. Most illogical, Captain. Play it once, and that's enough.



 MIG 29 — Not the most enterprising of arcade flyers, but at least it's better than the hideous Afterburner.

SAS COMBAT

A-ha, a simulator. Tactical decisions, many and varied missions, complex strategic manoeuvres carried out with pin-point accuracy in order to attain success... unfortunately no, it's an inferior Commando/Ikari Warriors clone. Take the role of a lone soldier yomping across miles of enemy terrain, pumping lead into myriads of incredibly dense enemies — not the best example of the genre, but you can get some fun out of it.

SUPER HERO

After the fabled Head Over Heels the isometric 3D gamestyle should have been laid to rest, so definitive was that game. Undaunted, CodeMasters tried to surpass it. They failed.

SKY HIGH STUNTMAN

Become a stuntman on a movie set, battling through four action-packed sequences in various flying machines.

This is a very basic vertically-scrolling shooter, the only variety provided by controlling a different flying machine on each level. For example, on level two you man a hot air balloon. You've no control over movement direction, you move a cursor to aim bombs instead. This leads to countless unavoidable deaths and the reset switch begins to look very inviting.

© GUARDIAN ANGEL — The Codies could've made a great beat-'emup with ace graphics and animation, but



KGB SUPER SPY

You're a spy with a daring rescue mission — pi a helicopter and liberate captured scientists. The chopper whizzes round so fast it's impossible to anticipate the baddies, so you just plough throu regardless. Combine this with feeble, samey are completely uninteractive backdrops, below average sound and a near-absence of things to do and you're left with a total rabbits-dropping of a game. At least rabbits droppings are biodegradable, Super Spy? Pahl



COMPLETE:

The was of He are

GHOST HUNTER

This slow and boring platform effort looks like it was programmed eight years ago. Take control of Hunk Studbuckle (!?), running and jumping around the screens collecting potions, and rescue your

trapped brother. Tuppenny game, tuppenny quality!

49%

POLTERGEIST

As straightforward shoot-'em-ups go, Poltergeist's not too bad. With so many turkeys on this compilation, its impressive speed, plethora of things to shoot

and (of course) those all-important collectable power-ups make it an alright blast.



LASER FORCE

Varied sections and a good range of difficulty levels make this a rather good vertical scroller, with Moon Cresta-style docking sequences thrown in for good measure. At last—could things be improving?

Intrepidly, we delve still deeper into this compilation with renewed



Become Doc Frankenstein's son and attempt to bring his famous monster to life. Franky Jnr moves around a 3D maze representing the castle and surrounding graveyards, collecting objects required for his experiment. Occasionally keys turn up and unlock various doors, giving access to previously unexplored areas. Not a bad game, but with only one life it can be trustrating. Also, when you leave a room through a door at the bottom of the screen you appear in the next room still at the bottom of the screen — this means if you don't

release the joystick very quickly you find yourself back where you started. Needs patiencel

78%

FRANKENSTEIN
JNR — Can ugly
sprites and yellow
shirts make a good
game? This one
hasn't a ghost of a
chance!



TERRA COGNITA

A vertical scrolly blaster with very little to blast. Basically all you have to do is memorise which bits of the landscape you can fly over and those which you can't. Very poor!

SUPER G-MAN

A cross between those old classics Thrust and Lunar Jetman adequately describes Super G-Man. Unfortunately it's not as good as either. As a stand-alone game it has no chance, as a filler on a compilation there's still no excuse

NINJA MASSACRE

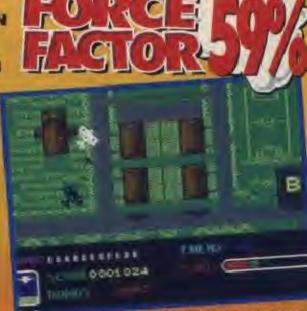
Having seen the title and read the inlay blurb you'd be forgiven for expecting an oriental-style beat-'em-up. Prepare yourself for a small surprise... it's another Gauntlet clone! Playability of a reasonable enough standard, though the scrolling's a little suspect. If you enjoyed Gauntlet you should like Ninja Massacre.

ARCADE FLIGHT SIMULATOR

Not a simulator at all (in the generally accepted sense of the word), but a novel approach to the tried-and-tested scrolling shoot-'em-up formula. The game takes the form of an aerial doglight over an area about four screens in size. Though tricky at first, it gives more of a feeling of being in control than usual. A two-player head-to-head option is also included, which isn't a bad thing—one of the best of a bad bunch!

CONCLUSION

That old maxim 'quality not quantity' certainly isn' applicable here. It holds some interest as a potter history of the Codie's early years, but from a gameplayer's point of view there's painfully little t grab the attention. If you want a lot of games give it a whirl, but if it's ace C64 action you're after, save yer pennies and get three or four really good budget re-releases.

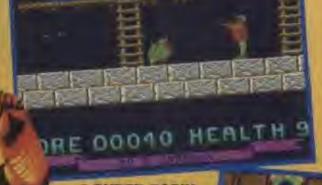


o ARCADE FLIGHT SIM It's been ages since the Codies did a 'simulator' title — perhaps it's just as we

C-FORCE No.4 APRIL 1993

SUPER ROBIN

Jump traps, traverse platforms, negotiate mazes, collect keys and rescue Maid Marion. Not to be confused with the infinitely superior Robin Hood.— Legend Quest (also by CodeMasters). Super Robin Hood is packed with shoddy graphics, dodgy animation and annoying programming glitches. Robin hardly falls any distance without draining his energy, and he can't even perform a vertical jump. Even so, ardent mapping fanatics might (possibly) gleen something from



o SUPER ROBIN
HOOD — Have
you noticed how
garnes with
'super' in the
title always turn
out to be trash?

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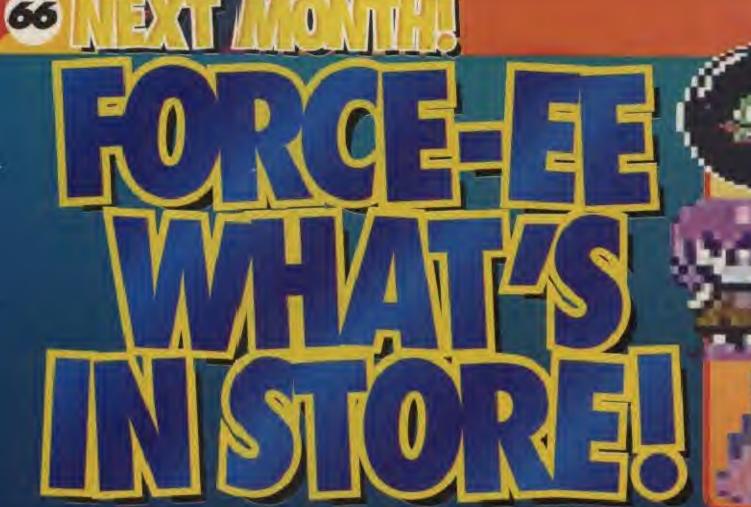
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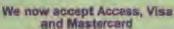
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